



Your Personalized Guide to the TCS Victory

VICTORY STREAK



ORIGIN
We create worlds.

An Electronic Arts Company

P.O. Box 161750 • Austin, TX 78716

EA 10095 90

3DO

©1995 ORIGIN Systems, Inc. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. 3DO, the 3DO logos, and Interactive Multiplayer are trademarks of The 3DO Company.

Editor-In-Chief

David Ladyman

Chief Writers

Tuesday Frase

Melissa Mead

John McLean

Contributing Editor

Chris Douglas

Interior Art

Chris Douglas

Craig Halverson

James Lee

Thomas Lee

Dean McCall

Alan Perez

Elizabeth Pugh

Mark Vearrier

Cover and Interior Design

Catherine Cantieri



VICTORY STREAK

2669.221

TRANSFER INFORMATION

2

Electronic Creative Services welcomes you to your new assignment aboard the TCS *Victory*. It is our sincere hope that you enjoy your personalized Shipboard Orientation Kit, the *Victory Streak*.

The articles and data contained herein were assembled by our new Quantum 3 Artificial Publisher and reflect both your previous information solicitations and standard LS-c2 items recommended by TCN Headquarters for all relocated Wing Commanders. Additionally, the Quantum 3 is designed to add personal touches to each month's edition by including items that you may find of interest.

All entries are compiled from mail messages, newsgroup articles and GIFs (General Information Files) from the Shipboard Information Datanet (S.I.D.). Pertinent E.C.S. notes are given in italics.

Please contact Electronic Creative Services on Boot Deck 4 (rear) or at pub@tcn.victory.com if you have any suggestions as to how we might improve your next edition of *Victory Streak*.

NEW MAIL

For the duration of your stay, your mailbox address will be cblair@tcn.victory.crew. You currently have (3) unread messages, and articles from these newsgroups:

<i>tcn.victory.news</i>	<i>tcn.victory.intell</i>
<i>tcn.victory.history</i>	<i>tcn.victory.flight.pilots</i>
<i>tcn.victory.earth.ad</i>	<i>tcn.victory.question</i>
<i>tcn.victory.flight.pilots.talk</i>	<i>tcn.victory.ad.classified</i>
<i>tcn.victory.ad.announce</i>	<i>tcn.victory.military.proc</i>
<i>tcn.victory.review</i>	<i>tcn.victory.flight.shipstat</i>
<i>tcn.victory.flight.weapstat</i>	

cblair@tcn.victory.crew

You have 3 new messages.

To: cblair@tcn.victory.crew
From: weisen@tcn.victory.crew
Date sent: 2669.220

William Eisen, Captain, TCS Victory

Glad to have you on board, Colonel.

I have alerted the crew that we may experience some deviations for our routine operation in the weeks ahead. Rest assured that all men and women aboard this ship are experienced and dedicated professionals. They can handle just about anything this war throws at them. I am certain you'll discover this for yourself as you get to know the members of this fine crew.

Most importantly, no matter what duty this ship draws in the future, nothing can ever take away from the fine record that "Tin Can Sally" has recorded.

We will continue to do our best. I know that you'll endeavor to do your part.

Captain Eisen

To: cblair@tcn.victory.crew
From: adeveraux@tcn.covert-ops
Date sent: 2669.210

Col. Jeannette Devereaux

Bonjour, my friend.

The days grow more difficult as we remain apart. Still, you are in my thoughts every moment. As duty calls, every mission you or I fly could very well be our last. I cannot help but fear that you will be harmed in one of your many patrols. Take care, for my sake as much as yours.

Though I long to see you, I must focus all my energy on the task at hand. It is the only road to togetherness once again.

Take care, mon amour.

Angel

To: cblair@tcn.victory.crew
From: bmiles@earth.tnn.news
Date sent: 2669.219
Attachments: (1) article.txt

Colonel Blair,

I appreciate you taking time out of your schedule yesterday for a Halo-Vid interview. I've completely transcribed the 3-minute piece, and I'd like your approval — it's required before I forward it to the Terran News Network for broadcasting. You may notice that it has been shortened considerably ... but I feel it hits just the right note. Mail any comments back to me at bmiles@earth.tcn.news. Thank you.

Barbara Miles

Attachment 1: article.txt

Colonel Christopher Blair

Age: 32 **Homeworld:** Earth

Miles Colonel Blair, you've been at the forefront of the Confederation's war effort in several crucial campaigns over the past 15 years. My question is this ... what will happen if the Confederation still hasn't pulled off a convincing victory against the Kilrathi by the time you're ready to retire?

Blair Who's thinking about retiring? I'm in this for the long haul. Unless HQ or Covert Ops has some trick up their sleeve that I'm not aware of, this Galactic War is far from over. My aim is to fly as long as they let me, to do my part and to escape from it in pretty much one piece.

Miles After all this time, do you still worry that each mission might be your last?

Blair The day I stop thinking about that possibility, it will be my last. But I wouldn't characterize what I do as "worrying." Instead, I focus in on each assignment and never take any mission lightly. I go into this zone where I'm paying attention to everything I do and everything my wingmen are doing and everything the enemy's doing. I give my all every time I strap myself into the cockpit. Anything less would be cheating myself and the entire war effort.

Miles How did you end up on your latest ship, the TCS *Victory*?

Blair Admiral Tolwyn felt it would be an appropriate tactical move to bring someone with my level of experience to a carrier with ... an even greater amount of experience. That's all I have to say about that.

Miles If and when you return to civilian life, what will you do?

Blair That's a good question. I don't have a ready answer. I'd like to settle down with ... someone special. Who knows? An old wing-wiper like me will probably end up back at the Academy as an instructor.

Miles Your loyalty and dedication to the war effort cannot be doubted. But do you believe, deep down, that we'll ultimately triumph over the Kilrathi?

Blair Absolutely. I'm as certain of that as I am certain that I'm sitting here right now, talking to you on the Halo-Link.

And just in case our Kilrathi friends are monitoring this transmission — we're never gonna stop, we're never gonna give up. So they'd just better watch their furry behinds, because we're coming after them.

4

3

5

GIF: PSYCHO- ANTHROPOLOGICAL PROFILE OF THE KILRATHI

>tcn.victory.intell

Compiled by 2nd Lt. Christopher Douglas, 2652.102

Last revision: 2668.312

The following information is a compilation of facts offered by *Ralgha nar Hhallas* and gathered by *Terran Intelligence* and various *Covert Ops*.

PURPOSE

In this war of cultures, it is critical to understand the thinking behind the enemy's actions. We must analyze their thought processes if we ever hope to anticipate their reactions and prepare for their tactical moves.

SOCIAL STRUCTURE

Kilrathi warriors bear some similarity to the old Imperial Army of Japan, never giving up honor even at the cost of their lives. In fact, it is not at all uncommon for disgraced crew members to commit *Zu'kara* (ritual throat-slashing suicide) for something as simple as unintentionally insulting their superiors.

A Kilrathi's future, both as a warrior and a citizen, is determined by his or her social status from birth. The entire population of Kilrah swears allegiance to one of eight noble clans, each with a unique social status. Every clan swears loyalty to its current leader, and even the Imperial bloodlines themselves are subdivided into clans of sorts. The Emperor holds absolute power, and can casually order executions and banishments. Coups and assassinations are commonplace political maneuvers.

All clans in Kilrah and its surrounding moons take the phrase "born leader" quite seriously, passing royal

EVOLUTION OF THE KILRATHI

Kilrathi civilization arose from the sprawling savannas of Kilrah, where the species' predatory forefathers first learned to hunt. Later, they used their forepaws and emerging intelligence to fashion crude shelters from the scalding acidic ash that frequently followed massive volcanic eruptions in their tectonically unstable world. With this tool-making ability came the capacity to construct traps for their more evasive prey (particularly a small, intelligent, chimp-like creature which remains to this day a Kilrathi delicacy) and ultimately, weapons.

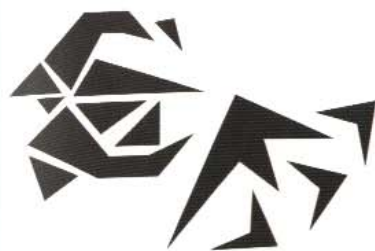
With the advent of intelligence, territorial conflicts among hunters were inevitable. The Kilrathi learned early in their social development the art of killing other Kilrathi. In fact, the whole of Kilrathi history is an extended chronicle of civil wars so brutal that they make those in human history pale by comparison.

bloodlines down from one generation to another. *Kiranka* is the noblest clan of Kilrah, with clan members holding chief positions in the loyalist troops and in government.

Not much is known about the remaining Kilrathi social structure, except that Kilrathi women are in charge of religion, especially the priestesses of the war-god *Sivar*. Females control all religious factions on Kilrah and direct all offerings and religious festivities, such as those that occurred during the *Sivar* ritual on *Firekka*.

KILRATHI LANGUAGE

The Kilrathi writing system was first seen in the cockpit of a captured *Dralthi* fighter. The language is written in sets of four vertical lines. Each vertical line comprises a full line, a split line or a shorter line with a dot above or below it. This set of four lines creates a single syntactic element. Vertical sets of the four-line pictograph equivalents are sentences.



UNIFORM

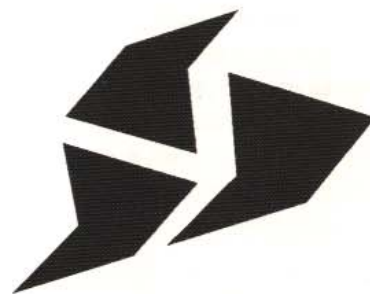
Kilrathi designers never developed an appreciation for order and symmetry, and therefore their designs are frequently asymmetric and discordant by our standards. The imagery is iconic and bold, oriented almost entirely towards glorifying previous battles and intimidating foes. The standard warrior's attire is unrefined, a peculiar mix of functionality and ornament, high-tech and primitive.

As the Kilrathi remain strongly clan-oriented, uniforms are prominently decorated with symbols and insignia

This unrestrained carnage continued until two centuries ago, when a devastating war erupted between the two most powerful Kilrathi Empires. This resulted in the utter destruction of one and established the uncontested supremacy of the other. The current ruling family came into power at the cost of millions of warriors and several sterilized worlds. United under one rule, it was only natural that the Kilrathi's territorial ambitions should turn outward to other life-bearing worlds. Now, they aggressively claim what they find and take by force what does not bow to their claim.

Bred as warriors and raised for battle, the Kilrathi hold little regard for pleasantries. Their entire culture is based on war and aggression, elevated to religious levels. Both Kilrathi aesthetic and technological design reflect the species' fanatical focus on death, conquest and domination.

Kilrathi history never experienced cultures paralleling those of Earth's ancient Egypt, China, Greece, Renaissance Europe or the Utopian Underground of 2200 — cultures that knew prolonged peace, reflection and artistic development. Because of this, Kilrathi aesthetics remain (by human standards) primitive, more like those of aboriginal cultures on Earth.



identifying the warrior's clan and family. Favorite colors include reds, blacks and maroons. Metallic textures lean toward gold and blood-red. The natural, coppery color of Kilrathi plastisteel (of which their spacecraft are also constructed) is frequently found in personal armor.

SHIP DESIGN

Kilrathi starships are designed around both lethal functionality and psychological warfare. Almost always asymmetrical, most Kilrathi vessels incorporate fang or claw-like curves and points to accentuate their formidable look. Engines and weaponry are always placed on conspicuous display. Each ship's external markings indicate the clan responsible for the ship's construction.

Kilrathi ships often resemble ornate cutting weapons. It is not uncommon for inexperienced human pilots flying markedly superior ships to become intimidated at the first sight of a gun-bristling Kilrathi fighter.

ARCHITECTURE

Kilrathi architecture is driven by many of the same barbaric principles found in other aspects of their culture. The Kilrathi's roots as rock-dwelling creatures are evident in their dwellings — mesa-like pillars and protrusions are often found rising from unlikely locations. Exposed machinery is common, and ceilings are rarely enclosed, leaving cables and ductwork exposed.

Lighting is usually dark and murky, and the high temperatures and zero humidity favored by the species often results in decidedly dusty atmospheric effects. And, as with clothing, trophies of war play a prominent role in interior decoration — skulls of victims or blasted hull fragments of conquered starships are often placed on garish display.

INTELL REPORT: KILRATHI ACES

>tcn.victory.intell

Posted 2669.218

Col. Blair, this classified report concerning identified enemy aces may be of interest to you.

A number of Kilrathi aces have been identified in sectors assigned to the TCS Victory. I suggest you employ extreme caution when engaging any of these known enemies, all of which exhibit dangerous dogfighting combat skills.

Najji "Fireclaw" Ragitagha **Preferred craft: Darket light fighter**

Although Fireclaw is not a pilot to be taken lightly, the relative lack of weapons and shields in his fighter of choice might render him vulnerable to coordinated attacks. He usually retreats when outnumbered or obviously outgunned.

Marjakh "Stalker" nar Kur'u'tak **Preferred craft: Strakha stealth fighter**

Keep your eyes open for Stalker. He won't announce his presence in advance. The first time you'll know he's there is usually when he opens fire. Little is known about Kilrathi stealth technology, but it's believed that the *Strakha* possesses inferior armor. The challenge, of course, is drawing a bead on the fighter in the first place.

Bhuk "Bloodmist" nar Hhallas **Preferred craft: Paktahn bomber**

Bloodmist is a dangerous pilot who picks his targets carefully, cannot be taunted into action and packs a big punch. He has serious firepower at his disposal and is a deadly shot from his rear turret. Approach Bloodmist cautiously — just because you can outfly him doesn't mean it'll be easy to bring him down.

Prince Thrakhath **Preferred craft: Bloodfang heavy fighter**

Even though Prince Thrakhath rarely flies anymore, when he does he invariably means business. Thrakhath's skills as a pilot are legendary and will require every ounce of your skill and energy to thwart. His ship of choice is the *Bloodfang*, which is said to be pound-for-pound a match for our own new *Excalibur*-class fighter.

Note: Intell has logged three isolated reports of a new Kilrathi rock fighter which appears to lurk in asteroid fields and spring on craft from in this dangerous environment. If you or any of your pilots encounter one of these rumored fighters, submit a full written report to HQ for inclusion in the ongoing intelligence profile that is being assembled.

GIF: MILITARY RANKS

>tcn.victory.military.proc

The following information on cross-force rank comparisons is a standard LS-c2 item recommended by TCN Headquarters for all relocated personnel.

Confederation Navy

Enlisted Ranks

Spaceman (E1)
Veteran Spaceman (E2)
Petty Officer (E3)
Chief Petty Officer (E4)
Master Chief Petty Officer (E5)

Confederation Space Force

Enlisted Ranks

Spacehand (E1)
Spacehand, 2nd Class (E2)
Spacehand, 1st Class (E3)
Senior Spacehand (E4)
Staff Sergeant (E5)
Tech Sergeant (E6)
Master Sergeant (E7)
Senior Master Sergeant (E8)
Chief Master Sergeant (E9)

Kilrathi Armed Forces

Enlisted Ranks

Least Claw
Third Claw
Second Claw
First Claw

Confederation Navy

Officer Ranks

Ensign, 2nd Class (O1)
Ensign (O2)
2nd Lieutenant (O3)
1st Lieutenant (O3)
Lieutenant Commander (O4)
Commander (O5)
Captain (O6)

Flag Ranks

Commodore (O7)
Rear Admiral (O8)
Vice Admiral (O9)
Admiral (O10)
Space Marshal (O11)

Confederation Space Force

Officer Ranks

2nd Lieutenant (O1)
1st Lieutenant (O2)
Captain (O3)
—
Major (O4)
Lieutenant Colonel (O5)
Colonel (O6)

Flag Ranks

Brigadier General (O7)
Lieutenant General (O8)
Major General (O9)
General (O10)

Kilrathi Armed Forces

Officer Ranks

Fourth Fang*
Third Fang
Second Fang
—
First Fang
Shintahr
Kal Shintahr

Flag Ranks

Kalahn
Khintahr
Kal Khintahr
Kalralahr

* Most Kilrathi pilots attain at least the rank of Fourth Fang. First Fangs and higher usually go on to command ships and squadrons. Kalralahr is the Kilrathi equivalent to the Confederation Space Marshal.

GIF: MISSION OBJECTIVES

>tcn.victory.flight.pilots

This GIF on mission types is a standard LS-c2 item recommended by TCN Headquarters for all relocated personnel with flight clearance of Priority 3 or higher.

FLEET MISSION TYPES

Space Warning and Control

Purpose To gain information concerning a particular area

To eliminate stealth craft

To interdict trade routes or convoy operations

Warning and Control missions usually deploy fighters divided into two to four patrols. Smart commanders often hold back a reserve of five or more ships, just in case patrolling ships run into trouble. With several squadrons, the fighters can patrol as much area as possible, using radar and other scanning techniques.

Objective Raid

Purpose To attack/destroy/disable a tactical target

In Objective Raids, a squadron of fighters attacks a known primary target, such as a starbase or planetary installation. This type of attack is best executed while enemy fighters are minimal or absent. Light and medium fighters may knock out the carrier support ships and clear the way for bombers, or all fighters may cooperate and attack along with a carrier in a coordinated strike.

Escort

Purpose To defend a mobile asset

Escort missions involve the ship or item being transported, and five or six light-to-medium fighters. The squadron is dedicated to protecting the asset in tow, and it operates in conjunction with other escort craft and the home carrier. Any enemy fighters encountered along the way are engaged once they approach the asset; capital ships are avoided at all cost.

Superiority

Purpose To eliminate enemy fighter presence

Usually deployed in fours, fighters on Superiority missions primarily perform search-and-destroy runs to take out enemy scouts. Two or more escort fighters should remain behind to protect the carrier while the strike is carried out.

Main Force Support

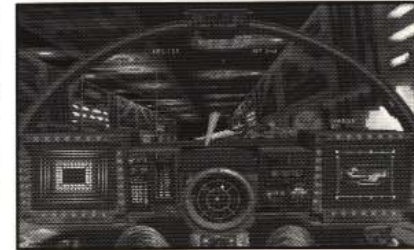
Purpose To support front-line forces

On the battle front, losses among fighter units sometimes require that reinforcements be sent in from other carriers. Nearby capital ships that are out of action send a complement of fighters forward to replace lost ships on the front lines. When this happens, the fighters land, refuel and rearm on the host carrier. The role of Main Force Support is mainly filled by older carriers removed from the front lines. Enemy forces, however, will sometimes send a destroyer or two to put MFS fleets out of action.

Recon In Force

Purpose To divert attention away from main fleet operations
To intercept enemy logistics
To destroy secondary targets

Recon In Force fleets are composed of a light carrier, two escort ships, a fast destroyer (for supplies), a cruiser and one or more scout ships. This well-stocked group forges its way through or around the main front and operates independently as long as possible. It searches out enemy forces and destroys whatever targets it finds on the way.



Fleet Defense

Purpose To defend the fleet against a major attack

A fighter pilot's nightmare, fleet battles involve dozens of ships in simultaneous combat. Usually, enemy fighters on an OR mission locate the opposing carrier and stage a surprise assault. Capital ships can be destroyed in a matter of minutes by torpedoes and concentrated fire, and fighter squadrons may be rapidly depleted.

Fighters participating in Fleet Defense are launched in fours. Each group is responsible for shooting down incoming missiles, taking out enemy fighters, and acting as diversionary, expendable targets. They land frequently in order to rearm and cycle out for a fresh squadron.

2669 GCM COMPETITION RESULTS

>tcn.victory.news

Posted 2669.217

The Gunnery, Combat and Munitions competition was held two weeks ago in Selyan sector. This annual show of skills featured the first-ever appearance of the Confederation stealth fighter prototype.

This competition is designed to evaluate crew readiness and identify outstanding Confederation pilots and supporting crews. Our own teams onboard were unable to attend the competition due to duty constraints — but had they attended, would have surely placed.

Overall team standings were based on composite scores by five independent panels. The categories were divided into Operations (25%), Craft Maintenance (25%), Mission Priorities (35%), and Loading Efficiency (15%).

Here are this year's results:

Achievement

GCM Pilot of the Year Maj. Lucas Vermelli
(23rd FW)
Amber TCN base, Elena sector

Best In Formation

Gray Hornets
(128th FW)
TCS Lexington

Best Combat Maneuvers

Fire Birds
(756th FW)
Amber TCN base, Elena sector

Top Long-Range Attack Bombing Unit

Black Widows
(453rd BW)
TCS Centurion

Top Short-Range Attack Bombing Unit

Air Moguls
(187th BW)
TCS Armageddon

Top Team

Achievement

**Best Nightsight
Laser Strafing Unit**

Gun Hawks
(253rd GW Recon)
TCS Kennedy

Top Navigation Team

Monarchs
(BW)
TCS Saratoga

Most Efficient Operations Team

Eagles
(BW)
Ralston TCN base, Centauri sector

Most Efficient Deck Crew

Death Merchants
(54th FW)
TCS Lincoln

Top Munitions Crew

Air Moguls
(187th BW)
TCS Armageddon

OFFICIAL TCN HISTORY

>tcn.victory.history

Updated 2669.098 by Guthrig Andropolos, TCN military analyst

This month, the war between Terran and Kilrathi forces turns four decades old. It's no cause for celebration — millions of lives on both sides have been lost, and deep space is filling with debris faster than our recovery crews can tractor it up.

Most of you on board TCN fleet ships aren't old enough to remember 2629.105, when the first Kilrathi scout ship attacked the patrol vessel *Iason*. In fact, most of you probably only know half the story this war has to tell. You're about to be exposed to some sobering facts. While all of us have personal reasons for this war — including revenge, glory and honor — many of us know little about its history. As dismal as this may seem, we all need to remember.

My father, Commander Jedora Andropolos, became one of the first casualties of the war. He can't be brought back and I can't spend my career trying to avenge his death. Yet we still have much to learn in our ongoing pursuit of victory. Perhaps, in some small way, this history can help you do your part.

TIMELINE

2629.105

Iason encounters a spacecraft of unknown origin. Commander Jedora Andropolos on board *Iason* transmits a wide-band, non-verbal greeting and waits for a response. Less than twenty minutes later, the still-identified ship opens fire with full lasers, completely destroying *Iason* and its crew. Although the identity of the attacking ship is never definitively established, Confederation deep space tracking computers point to a possible point of origin from a previously unexplored planet, soon to be known by its native name, Kilrah.

2630-2634

The Terran Confederation receives numerous reports of unwarranted assault, space piracy, kidnapping and interplanetary plundering, all taking place at an increasingly expanding distance from the planet Kilrah. Frequent attempts to meet with Kilrathi High Command are rejected without explanation. In retaliation, the Terran Confederation Congress votes unanimously to enforce a strict non-aggression policy by the Kilrathi. The leaders of Kilrah are warned that their next transgression could lead to military reprisals.

2634.186

The *Anna Magdalena*, a refitted transport ship ferrying orphans to their new homes on Dieno, is openly attacked by a pair of Kilrathi fighters. No one survives. In retaliation for this and the five-year string of equally heinous abuses of all known laws of civility, the Terran Confederation officially declares war on the Empire of Kilrah.

2634.228

TCN cryptographer Ches M. Penney intercepts and decodes a stray Kilrathi cipher implying that a strike will soon be launched against the planet McAuliffe and its orbiting space station, Alexandria. Confederation High Command orders a counteroffensive twice the size of the anticipated fleet, hoping to reach McAuliffe first and ambush the attackers.

2634.235

After a tense rush to McAuliffe, the Confederation fleet establishes a formidable defensive position around the planet. When the Kilrathi fleet arrives, however, it is quadruple the expected size. Several days of bloody fighting all but obliterate the defensive forces.

18

2639.033

Kilrathi occupation forces land on McAuliffe and hold a quarter of a million Terrans hostage, reinforced by orbital guns. The Confederation regroupes under the leadership of then-Captain Geoffrey Tolwyn and brings in an attack force of *Raptor*-class heavy fighters. Simultaneously, TCN fighters drop porcupine mines in a region of space near McAuliffe where a principal jump point is located.

Kilrathi ships stay clear of the mined region, allowing the inception of Phase Two of the operation in which a scrambled radio signal detonates certain specially modified mines. This clears the way for the arrival of a sizable Terran reinforcement fleet through the jump point. Terran forces make an immediate strike against the gunships threatening the population centers on McAuliffe. After a pounding match, the McAuliffe Ambush ends with the Kilrathi in full retreat. Casualties are nearly identical.

2644

Terran ground forces launch an attack on a fortified Kilrathi colony, only to be routed by unexpected Kilrathi fighter support. The TCS *Tiger's Claw* is detached from its previous station and assigned to intercept the pursuing fighters in a delaying action eventually known as Custer's Carnival. Swarmed and badly damaged by Kilrathi fighters, the carrier distracts Kilrathi forces long enough for the Terran fleet to reach safety.

Despite the fact that three-fourths of its engines are destroyed and half its pilots are listed as casualties, the heroic efforts of the *Claw's* crew allows the carrier to make it back into Terran space. Two Gold Stars and numerous other medals — many of them posthumous — are awarded to the ship's personnel. The carrier itself spends six months in spacedock for repairs and refitting.

2654.287

Terran Intelligence reports that the Kilrathi High Command is directing war efforts from Venice System. Reconnaissance patrols identify Kilrathi ships and boldly give chase, uncovering an Imperial starbase. The Terran patrols are lost, but not before relaying their coordinates back to HQ.

A small Terran fleet of elite fighters is dispatched to the Imperial starbase. The Kilrathi launch a significant resistance, but are eventually overpowered. Badly beaten, the Kilrathi move their central military command back to their homeworld of Kilrah.

Simultaneously, on the far side of the galaxy, the celebrated Battle of Repleetah unfolds. The small research planet of Repleetah has long been home to dedicated researchers from various corners of the universe. Once the declaration of war against the Kilrathi makes its way to this distant outpost, Terran scientists vote to pay a visit to a Kilrathi research facility.

The goal of the Terran scientists is to reaffirm their dedication to the unfettered pursuit of knowledge and to offer a peaceful co-existence with their fellow scientists.

Instead, the Terrans are exterminated in a surprise biological attack by the Kilrathi. Marines from both sides of the Terran-Kilrathi conflict rush to Repleetah and engage in the most sustained land-based fighting of the entire war. In trench warfare reminiscent of Earth's ancient World War I, each side fights with dogged determination and in full bio-resistant suits. Meager gains are bought with hundreds of lives, only to be lost to the next counter-attack.

Since Repleetah quickly loses any strategic significance it might have had, it comes to represent what each side can win with as little investment as possible. Neither side is willing to commit anything more than ground troops, even though a single, thorough space strike could end the battle victoriously. The bloodshed continues unabated.

19

20

21

2654-326

Shortly after intelligence reports indicate that Kilrathi engineers have developed a new super-weapon to use against inhabited planets, all radio contact is lost with the Goddard Colony. Fighter wings from the TCS *Tiger's Claw* rush to Goddard and forge a path for transports and corvettes, only to discover that a quarter-million human lives have already been sacrificed by the Kilrathi.

Deeply angered by the tragedy, the crew of the *Tiger's Claw* pursues the Kilrathi strike force into enemy territory, where they are ambushed by a captured Confederation *Exeter*-class ship. Reconnaissance ships eventually locate the dreadnought ship suspected of carrying the prototype weapon. The *Claw* follows and, in a stunning display of deep space logistics and fighting skill, eliminates this Sivar dreadnought.

2667

Confederation forces dispel a Kilrathi attack on Pembroke Station, the gateway system between Enigma and Vega Sectors. These same forces then attend to a mutiny aboard Rigel Supply Depot, where mutineers split into two factions. The pirated ship is eventually gunned down.

The Kilrathi unsuccessfully attempt to quell rebelling planets in Ghorah Khar System, and an Imperial leader tries to assassinate Prince Thrakhath. Thrakhath is captured and brought aboard the *Bonnie Heather*, but eludes his captors through a daringly engineered escape. Finally, a desperate attack against Olympus Station in Ghorah Khar is thwarted, saving the rebel Kilrathi planet.

2653-2655

The Confederation pledges to protect a newly discovered bird-like race called the Firekkans, who plan to unite with the Terran alliance. In the interim, a huge Kilrathi battle fleet commanded by Prince Thrakhath and his Drakhai (Kilrathi Imperial Guard) moves into the Firekkan system. The fleet's intent is unknown until the Kilrathi defector Ralgha nar Hhallas exposes a plan to use Firekka for a religious ritual in which warriors rededicate themselves to Sivar, the Kilrathi god of war.

The Confederation decides to disrupt the religious ceremony in hopes of breaking enemy morale. Marine troopships jump into the system and stage an assault on the Kilrathi priestesses. The mission is successful, and the *Claw* retreats to Terran-controlled space under heavy Kilrathi pursuit. In short order, Firekkan natives revolt and force the remaining Kilrathi forces to withdraw. Another crisis has been averted.

2668

Terran fleets strike hard against Kilrathi forces on the front lines, eliminating nine carriers under construction, and crippling dozens of transports and four shipyards. Running low on combat ships, the Kilrathi military appears on the verge of retreating for supplies.

As the pendulum of war swings toward the Terrans, a peace accord is unexpectedly offered by Kilrah. All fleets are withdrawn, even those in the midst of combat.

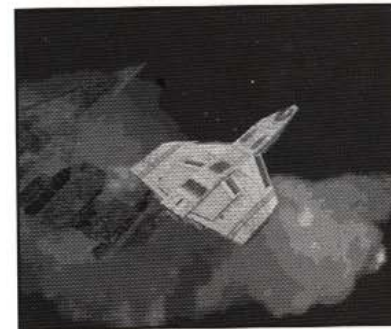
In the following months, several frontier colonies refuse to abide by the armistice rulings, investing both forces and ships in an attempt to search out suspected active shipyards on the far side of the Kilrathi Empire. Using captured stealth equipment, private forces intercept a HoloVid of the rumored facility, along with a message that Kilrathi forces are embarking to attack Earth. The armistice is renounced, and a hastily assembled force of still-intact Confederation ships prepare to defend against the attack, bolstered by private ships and carriers.

Meanwhile, the Battle of Repleetah grinds into its third year, with neither side gaining a significant advantage. Despite heavy losses on both sides and the tolls taken by the extraordinarily bitter weather of the research outpost, Kilrathi and Terran Marines refuse to yield.

2656-2667

Over the next eleven years, Confederation forces attempt to remove the Kilrathi from Enigma Sector, where strategic jump nodes lead directly to human homeworlds. An attack on the Kilrathi headquarters at K'Tithrak Mang falls short when the renowned *Tiger's Claw* is ambushed and destroyed by Kilrathi stealth fighters. Still, Confederation forces are able to successfully defend Olympus Station — a Terran starbase established for the rebel Kilrathi world of Ghorah Khar — from Kilrathi assault. Finally, in 2667, Terran forces daringly jump behind enemy lines and destroy the Kilrathi sector headquarters of K'Tithrak Mang.

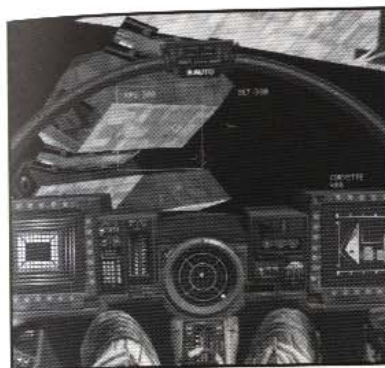
During these years, the focus of the Intergalactic War drifts away from the decade-long Battle of Repleetah. Supply ships and reinforcements have long since ceased to visit the research planet. Finally, by late 2664, only a handful of troops remain on either side. The sole surviving Terran officer, Lieutenant Miles D'Arby, leads his men in a last-ditch effort to overrun the Kilrathi position. No one lives through this last action on either side. The Battle of Repleetah has finally come to an end.



2669

Following the attack on Earth, the Terran Intelligence Agency deploys a top-secret, tactical search party through a previously uncharted Kilrathi jump point. A heavy carrier (name withheld for security purposes) is equipped with self-sustaining recycling systems, mining apparatus, and a 62-person Special Operations team. This unit leaves Goddard Transfer Station on 2669.011 and passes through a newly discovered jump point. Its mission — to search out and destroy Kilrathi forces, sector by sector. To date, no known communications have been received from this special mission.

Presently, Kilrathi forces are still challenging the Confederation's front lines. Aggressive enemy forces continue to ravage peaceful, defenseless worlds in their mission to conquer mankind. The war is at a stalemate, with Terran-Alliance casualties numbering into the millions ...



GIF: CONFEDERATION OATH OF SERVICE

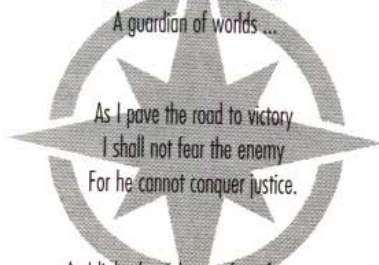
>[tcn.victory.flight.pilots](#)

I am the heart of the Confederation.

A servant of peace ...
A deliverer of freedom ...
A guardian of worlds ...

As I pave the road to victory
I shall not fear the enemy
For he cannot conquer justice.

As I light the righteous fire of peace
I shall hold life sacred
For it is my duty to rise against evil.



LIEUTENANT WINSTON CHANG

Age: 38

Award Date: 2669.120

Homeworld: Enigma Sector

Callsign: Vagabond

Leisure activities: Fine-tuning my winning streak at cards

Determining Factor: Acted as a decoy ship during an ambush on a small Kiltrathi fleet, allowing *Longbow* bombers to eliminate two destroyers, one corvette and a light carrier.

Excerpt from Self-Analysis: I'm so used to going from here to there that the only place I can settle down is on an old tug that'll do the wandering for me. When you've seen as much as I have, you develop a sharp appreciation for quality. This ship is filled with fine people, as well as skilled pilots. If I had a

complaint, it would be that my crewmates play cards like a ship full of grandmothers.

Most often heard quote: "Take your mind off your troubles with a quick hand?"



PILOTS OF THE MONTH

>[tcn.victory.flight.pilots](#)

Compiled 2669.220

Electronic Creative Services extracted "Pilot of the Month" articles for the last five months prior to your arrival as the Victory's Wing Commander. All pilots selected by Quantum are exemplary crew members with active combat status. You will find combat biographies for each pilot listed under [tcn.victory.flight.pilots.bios](#). Each pilot's significant contribution is given in the following section, along with a short biography file.

LIEUTENANT LAUREL BUCKLEY

Age: 32

Award Date: 2669.090

Homeworld: Enyo

Callsign: Cobra

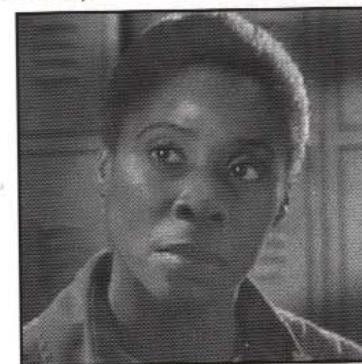
Leisure activities: Martial Arts

Determining Factor: Escorted three supply runs to and from Hampton station in the Orsini system and successfully defended transport ships from four Kiltrathi attacks.

Excerpt from Self-Analysis: I know that a lot of people weren't exactly thrilled when I was assigned to the *Victory*. After all, I'm the only pilot here who hasn't gone through Academy, and people didn't know how far they could trust me as a wingman. I was a wildcard with a hard attitude. Truth is, I didn't have enough time to go through the Academy. The cats ate my past up,

and left me nothing but cold blood and anger. Every day I wasn't gunning after those monsters was another day of my life wasted. It was Commander Eisen who gave me my callsign after seeing my style on my first mission. Quick and deadly is the way to treat these cats. Working on the *Victory* has been the single proudest thing I've ever done. This is my home.

Most often heard quote: "I won't rest till the last cat is history."



LIEUTENANT MITCHELL LOPEZ

Age: 27

Award Date: 2669.151

Homeworld: Dakota

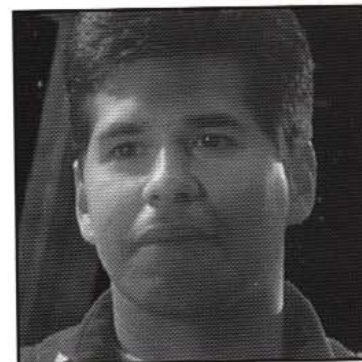
Callsign: Vaquero

Leisure activities: Music

Determining Factor: Risked life to retrieve two ejected pilots during a single mission.

Excerpt from Self-Analysis: Sometimes I try to write music to capture the feel of the *Victory*, but I can't. My hands aren't good enough to bring it out of the guitar. But it's there. I feel it every time I hit an E major. That's why I like the lounge. I can see the people, and try to hear their part ... try to make just that one riff come into being. In my mind, I can hear many different chords creating harmony. It is deep, an ocean of sound and feeling that I almost can't explain.

Most often heard quote: "I'll have that in my cantina, too."



MAJOR TODD MARSHALL

Age: 32

Award Date: 2669.181

Homeworld: Leta

Callsign: Maniac

Leisure activities: Avoiding interviewers

Determining Factor: Single-handedly attacked an enemy scout squadron and destroyed all five fighters present, defending the *Victory's* tactical position and preventing transmission of the scout group's findings.

Excerpt from Self-Analysis: Listen, the first thing to remember is that you have to grab the glory right from the cat's mouth if you're ever going to get anywhere. I know, I'm probably supposed to be talking about how great it is to be flying from this bucket, but just think of this as advice from an old-time flyboy. I've been the best from the first time I went star-sledding.

You have to do more than zig when they're looking for you to zag. Slide, pull a few Gs, afterburn, whatever it takes to keep them from getting in your head and second-guessing you. This isn't just the way to fly, it's the only way to live.

Most often heard quote: "Did I tell you about the time I ...?"

**LIEUTENANT ROBIN PETERS**

Age: 32

Award Date: 2669.212

Homeworld: Locanda

Callsign: Flint

Leisure activities: Flight simulator tutor

Determining Factor: Destroyed three Kilrathi fighters in two days, despite the loss of her wingman during two sorties.

Excerpt from Self-Analysis: There's not a whole lot to say. We're all here to do a job, and it's a tough one. We have to remember that this is more than just a tour of duty. The planets we're protecting wouldn't have a chance without us. At night, when they look in the sky and wonder if the Kilrathi are stalking their world, they can reassure themselves with the knowledge that we're here. We're guardian angels,

armed and ready to skin anything that tries to get past us. It's not easy ... there isn't a person on board who hasn't lost someone they've respected and loved to the enemy. We all carry scars on our souls. My only suggestion is to do what I do. Gather up all the hurt and loss, and forge yourself the strength to do whatever is necessary to win. We will win. We must.

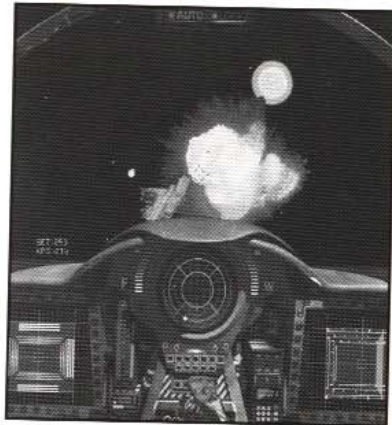
Most often heard quote: "If in doubt, don't. It's probably not in the regs."

**FLIGHT TACTICS**

>tcn.victory.flight.pilots

Posted 2669.208

These excerpts are taken from a tactical, online seminar involving mission attack techniques. *Quantum 3-AS* selected four replies from Major Todd "Maniac" Marshall and Lt. Robin "Flint" Peters.

**SITUATION #1**

You're commanding a raid against a Kilrathi light carrier and two cruisers, using six light fighters, three heavy fighters and two torpedo bombers. If you don't meet the mission objectives, a Terran homeworld faces certain annihilation. What is your strategy?

Flint Anyone with their brass wings knows the answer to this ... you send in the light fighters first to clear out the auxiliary turrets. At the same time, you use the heavies to fake missile runs and distract the cruiser and carrier fire from the *Arrows* and *Hellcats*. Once approximately 50 percent of the turrets are eliminated, the torpedo bombers make their runs. Ideally, each should be guarded by a light fighter to the rear. The heavies can stay back and pound away at circling bogies. At around 2000 meters out, the torp ships ought to launch their torpedoes, hit the guns, pull a

U-turn and afterburn out of gun range. Works nearly every time, as long as the pilot's patient. One last rule — never put anyone in solo mode. We can't perceive all 720 degrees at once, so we all need wingmen to watch our backs. And tops, and sides.

Maniac In my book, the best offense is a quick offense. Strike hard and furious, get your torps launched before the furballs know what's hitting them. None of this "fake run" stuff ... that'll get you vaporized in a nanosecond. I'd order half my light fighters in after the turret guns and send the heavy fighters to missile the cruisers. The torpedo ships can hold their own — especially if the other light fighters take on any ships the furballs launch. Two minutes, max. I've done it before.

SITUATION #2

You're flying a lone scout mission in a *Hellcat V* when you detect three *Dralthi*. They haven't picked you up on radar yet, and you've got to decide what your next move is. Do you attack silently, sustain a shadow defense or retreat?

Flint I fly defensively anyway, so my first action would be to lie low and relay their coordinates to my home ship. The *Hellcat's* not anything to shout about. And taking on three fighters — whatever model they might be — isn't by-the-book, smart or necessary. Anyone who's willing to jump into that hornet's nest is missing a few bolts. History has pretty much proven that. Sure, once backups arrived, I'd go into battle. But not before then. Six missiles, two mass drivers and a couple of ion cannon don't go too far.

Maniac Did someone say "Silver Star"? Just think of what kind of promotion that would get me. I'd be right up there with my old buddy Paladin. I can tell you exactly what I'd do, and it involves running circles 'round those *Dralthi* with a little cockpit ingenuity — namely a few Shelton slides. The test pilot who figured out this move was a genius. Hit the afterburners, crank out a 180, and fire away at their side shields. When they finally turn around enough to see me, I'll disengage burn and gun for their nose. And you know what? I'd come back with half my missiles and not a scratch on my ship.

SITUATION #3

You and a wingman are flying *Longbows* as part of a raid to torpedo a couple of enemy cruisers. On the way, the two light fighters in your squadron peel off to engage a pair of enemy scout ships. You and your wingmate

continue toward the capital ship, but when you arrive you encounter four medium fighters. What would you do?

Flint First thing I'd do is retreat back to the friendly fighters and radio for more backups. The worst thing to do in this case is take on medium fighters. Flying a *Longbow* is fine, as long as you're surrounded by light fighters that can pick off attackers while you're going in for the run. But a *Longbow* against six or eight guns on a more maneuverable ship? That's suicide, if you ask me. Never, ever go through with a strike unless you've got the firepower! My brother learned that the hard way ...

Maniac Strange you should mention this ... did I ever tell you about the time I took out two destroyers by myself? All I had were a couple of plasma guns and several HS missiles. Man, was I stoked! But back to your question. I'd order a Break and Attack so my wing buddy

could cover my flank, then I'd run in as fast as I could. I know you're supposed to wait for tone, but I don't have time for that sort of thing. Gotta let those puppies fly and watch the cats fry!

SITUATION #4

Dispatched on a fleet attack mission, you're assigned to attack a light Kilrathi capital ship with your *Thunderbolt*. What approach do you use to take out the ship?

Flint If I had a wingman with a lighter ship, I'd send him in to draw the fire. I've studied the Intell files on cap ships, and experience has shown that they usually have some weak spots. I'd find the bridge — you can spot it easily if you've got a sharp eye — and then dive in. At 5000 meters out, I would unleash as many missiles as I could get locks on. Other vulnerable spots include the engine exhaust ports and windows to the starboard and port

sides. Almost any weapon or gun can damage a cap ship. If you've got wingmen to cover the turrets, torps are the way to go. They do an incredible amount of damage, although the lock times make it nearly impossible to survive if you're flying solo.

Maniac No one in their right mind would fly the *T-bolt*. I'd take a *Longbow* and go straight for the bones of those Kilrathi buckets. I can see myself now ... afterburning my way in and take out a ton of cats. Now *that's* one thing I learned before I could walk — you've got to tune out the turret fire blazing past you and concentrate on the ship's hot spots. All you have to have is nerve, and the right firepower. I can't wait to try this out with the new *Excalibur*. I hear it kicks some major butt! Load up on IR missiles, hit full guns, and BAM! One defenseless, toasted cap ship.

THE SECRET OF THE EXCALIBUR

>tcn.victory.news

Posted 2669.214

Interview by 2nd Lt. Angela Engleman

Transcription by Lt. Lawrence Raltson

1st Lieutenant Jace Dillon, better known as "Flash," is a Security II test pilot with the Research & Development base in Vega Sector. Recently, he's concentrated his efforts on perfecting the raw edges of the new heavy fighter, the *Excalibur*. When we contacted TCN R&D Operations, they granted a Holo-Link interview with Lt. Dillon, who provided a few tantalizing morsels about the Terran Navy's latest vehicle of war.

1ST LIEUTENANT JACE DILLON

Callsign: Flash

Occupation: Test pilot

Age: 25

Station: TCN R&D, Vega Sector

Victory Tell me, Jace. What's all the hype about this new *Excalibur* fighter?

Flash Well, that's classified info. But, I happen to know this puppy like the inside of my flight suit. She's a hell of a step above our other ships.

Victory How do you think the *Excalibur* is going to complement our existing attack fighters?

Flash The main advantage is that it can outfly everything — with the right person behind the controls, of course. It'll outrun an *Arrow*, and it's even got heftier shields than most of the Kilrathi's top-of-the-line fighters.

Victory What kind of numbers can you give us?

Flash I can't disclose that information, of course. Let's just say she could hypothetically cruise at a cool 500 kilometers per second, and could afterburn around 1300 k/s². One stat that's in the public domain is her solid shield rating — 250, to be exact.

Victory With those kind of stats, why aren't we replacing all of our fleet fighters with it?

Flash You know how long it takes to get something like this going? If you don't have pull, you're looking at another year of development, at least.



Victory Once we do get it, what kind of attack will the *Excalibur* be best suited for?

Flash That's the beauty of this vehicle. I've tested its bombing capabilities in orbits over the sands of Kentari, flown recon above the heavy atmosphere of Jupiter, and tested the firepower in a few simulated fleet attack missions.

Victory So what's the verdict?

Flash Handles like a charm. I'm convinced it'll run any mission we can take it on, especially in heavy combat situations.

Victory Sounds like an incredible breakthrough. But, do you foresee any major drawbacks?

Flash Only a minor one — armor strength. I probably shouldn't be telling you this, but I've had it up to here trying to persuade those hard-headed aeronautics engineers to flank it with more durasteel. But they're imbeciles and never listen to my suggestions ... even after I nearly killed myself when another ship clipped my wing in formation. You'd almost think they planned it that way.

Victory Dangerous work, huh? Being a test pilot must be stressful.

Flash No kidding! It's a good thing I've got nerves of steel. Pretty necessary for a pilot who's got to live day-by-day.

Victory Speaking of day-to-day, how does a typical workday go for you?

Flash Get up before moonrise, suit up. Fly, land. Fly some more. Take a shower. That's about it, unless you count weekends. That's when I fly for fun.

Victory Don't you miss being where the action is — on the front lines?

Flash Not quite. I'm not going to do the Confederation's war effort much good if I'm dead, now am I?

Together we fight, united by a bond —

A bond of courage,

A bond of daring,

A bond of friendship

Without my wingman I am nothing.

Without me my wingman is nothing.

Only together can we achieve

What our cause has called us to complete.

For our beliefs we fight

Against the menace that has risen.

My wingman is my guardian,

And I am my wingman's guardian.

With my wingman by my side,

I will not fear death or destruction,

I will not feel the eyes of hate resting upon us.

I will fly my ship strong and straight,

Never doubting that my wingman is there to protect me.

GIF: SHIP STATISTICS

> `tcn.victory.flight.shipstat`

These fighter and capital ship statistics reflect the capabilities of ships available on the Victory. The shipstat.lst file also contains vital statistics for the fleet's capital ships.

Default fighter weapons specified by Chief Tech Rachel Coriolis are given here. However, you have clearance to download customized ordnance using the Loadout Terminal on the Flight Deck.



Author
Rachel
Coriolis,
Chief Tech

STATISTICAL DEFINITIONS

Class. The class of ship (light fighter, bomber, etc.).

Length. The ship's length in meters.

Mass. The physical tonnage of each fighter and bomber (in metric tonnes).

Maximum YPR (Yaw, Pitch, and Roll). The maximums for each characteristic (in degrees per second, or dps).

Yaw. Ability of a ship to turn right or left without changing its vertical position.

Pitch. Ability to change direction up or down.

Roll. Ability of a ship to rotate along an imaginary axis extending through the nose and tail.

Max. Velocity/Max. Afterburn Velocity.

Velocity settings that are governed by the ship's computer and set in relation to (a) the flagship, (b) an escorted vessel, (c) a nearby planetary body, (d) a beacon or (e) a value derived from radar positions of all visible ships. The velocity is expressed in kilometers per second (kps).

Acceleration. The evaluation of the ship's acceleration rate, without afterburners, given in kilometers per second squared (k/s^2). Ships can accelerate and decelerate at the same rate.

Weapons. Every ship has a different array of guns and weapons. Numbers in parentheses indicate how many guns/weapons of that type are loaded. For missile and torpedoes, the number of hardpoints is given, along with the maximum number of missiles per hardpoint. Ships may have both light ("L") or heavy hardpoints ("H"). As an example, 2 x 2L, 2 x 2H indicates two light hardpoints with two missiles each,

and two heavy hardpoints with two missiles apiece. Light hardpoints carry HS and DF missiles, while heavy ones carry any type of missile or mine. The default missile loadouts are shown for each hardpoint as 2 HS / 2 HS, etc., with each type corresponding to a single hardpoint.

Shields. The shield strength for each ship is measured in centimeters equivalent to durasteel. Shields regenerate, as long as the generator has not been destroyed.

Armor. Defensive armor is measured in centimeters thickness of durasteel.

Vulnerability Note: *Every capital ship and orbiting base has specific points that must be defended: engines, bridges, etc. During Fleet Defense missions, concentrate on keeping enemy fire away from these vulnerable areas. In Raid missions, try aiming for these weak points on capital ships.*

CONFEDERATION FIGHTERS ARROW

This light, versatile fighter has balanced weaponry and is best-suited for short-range combat against light or heavy fighters. Its maneuverability makes it a prime choice for escort, fleet defense and reconnaissance missions, and an emergency life-support system can sustain pilots for up to 7 hours.



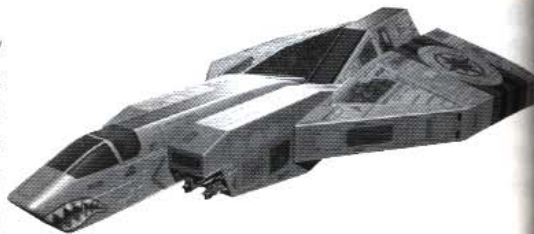
Class Light Fighter
Length 20 meters
Mass 13 metric tonnes
Max. YPR 80/90/90 dps
Max. Velocity 520 kps
Max. Afterburn Velocity 1400 kps
Acceleration 250 k/s²
Shields 200 cm equiv.

Armor Fore/Aft 80 cm
Right/Left 60 cm
Weapons Laser (2)
Ion cannon (2)
Missile hardpoints (4 x 2L)
2 HS / 2 HS
2 DF / 2 DF
Missile decoys (16)
Jump Capable No

THUNDERBOLT VII

Less maneuverable than the *Arrow* or *Hellcat V*, the *Thunderbolt VII* has a formidable set of guns and missiles. It has a remarkable success rate against light capital ships and medium-to-heavy fighters, though light fighters tend to outrun its fire.

Most pilots agree that the *Thunderbolt* can satisfy most mission requirements outside of scout missions.



Class Heavy Fighter
Length 34 meters
Mass 20 metric tonnes
Max. YPR 50 dps
Max. Velocity 380 kps
Max. Afterburn Velocity 1000 kps
Acceleration 200 k/s²
Shields 250 cm equiv.

Armor Fore/Aft 120 cm
Right/Left 100 cm
Weapons Photon gun (2)
Plasma gun (2)
Meson blaster (2)
Torpedo hardpoint (1 x 1)
Missile hardpoints (2 x 3H)
3 FF / 3 FF
Missile decoys (24)
Jump Capable No

HELLCAT V

The baseline Terran fighter, the *Hellcat V* is a solid vehicle in any combat situation. Most are deployed in attacks against smaller fleet ships or serve as escorts. The ship's responsive speed controls and quick turn radius make the latest *Hellcat* the best all-around ship in the fleet.

Class Medium Fighter
Length 27 meters
Mass 14 metric tonnes
Max. YPR 60 dps
Max. Velocity 420 kps

Max. Afterburn Velocity 1200 kps
Acceleration 225 k/s²
Shields 220 cm equiv.
Armor Fore/Aft 100 cm
Right/Left 80 cm
Weapons Neutron gun (2)
Ion cannon (2)
Missile hardpoints (2 x 3H)
3 IR / 3 IR
Missile decoys (24)
Jump Capable No



LONGBOW

The *Longbow* bomber has a single purpose — to deliver torpedoes to enemy capital ships. Its lack of maneuverability attracts light enemy fighters like hornets. The *Longbow's* massive firepower bolsters any offensive force involving capital ships, as long as light fighters are along for protection.

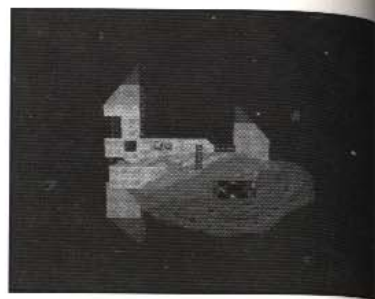


Class Torpedo Bomber
Length 38 meters
Mass 22 metric tonnes
Max. YPR 30/40/30 dps
Max. Velocity 320 kps
Max. Afterburn Velocity 700 kps
Acceleration 175 k/s²
Shields 280 cm equiv.
Armor Fore/Aft 160 cm
Right/Left 160 cm
Weapons Plasma gun (2)
Neutron gun (2)
Torpedo hardpoints (2 x 2)
Missile hardpoints (2 x 3H, 2 x 6H)
3 FF / 3 FF / 6 mines / 6 mines
Missile decoys (24)
Jump Capable No

CONFEDERATION CAPITAL SHIPS

Supply Depot

Length	1425 meters
Mass	585,000 metric tonnes
Max. YPR	0 dps
Max. Velocity	0 kps
Acceleration	0 k/s ²
Shields	0
Armor	Fore/Aft 10,000 cm
		Right/Left 10,000 cm
Weapons	None

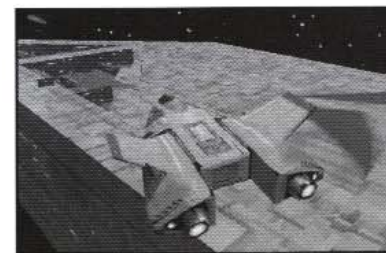


Starbase

Length	2500 meters
Mass	650,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	150 kps
Acceleration	10 k/s ²
Shields	4000 cm equiv.
Armor	Fore/Aft 1000 cm
		Right/Left 1000 cm
Weapons	None

Cruiser

Length	530 meters
Mass	18,200 metric tonnes
Max. YPR	5 dps
Max. Velocity	150 kps
Acceleration	10 k/s ²
Shields	3000 cm equiv.
Armor	Fore/Aft 1000 cm
		Right/Left 1000 cm
Weapons	Laser turret (12)

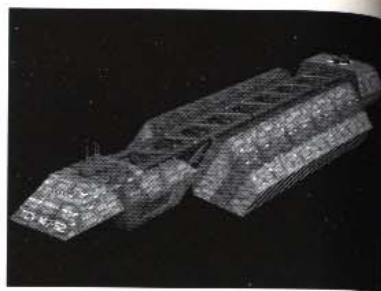
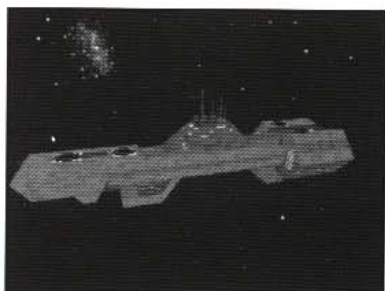


Frigate

Length	620 meters
Mass	28,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	180 kps
Acceleration	10 k/s ²
Shields	1000 cm equiv.
Armor	Fore/Aft 600 cm
		Right/Left 600 cm
Weapons	Laser turret (3)
		Missile tube (2 FF)

Destroyer

Length	490 meters
Mass	19,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	200 kps
Acceleration	10 k/s ²
Shields	2000 cm equiv.
Armor	Fore/Aft 1000 cm
		Right/Left 1000 cm
Weapons	Laser turret (9)

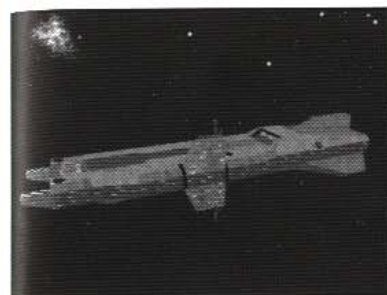


Transport

Length	160 meters
Mass	2300 metric tonnes
Max. YPR	5 dps
Max. Velocity	100 kps
Acceleration	10 k/s ²
Shields	2000 cm equiv.
Armor	Fore/Aft 300 cm
		Right/Left 300 cm
Weapons	Laser turret (2)

Light Carrier

Length	720 meters
Mass	28,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	120 kps
Acceleration	10 k/s ²
Shields	3000 cm equiv.
Armor	Fore/Aft 1000 cm
		Right/Left 1000 cm
Weapons	Laser turret (11)



GIF: KILRATHI SHIP STATISTICS

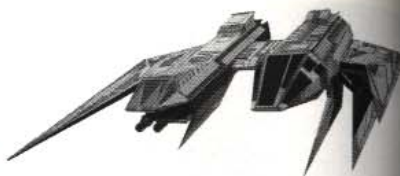
>tcn.victory.intell

Subject to change, these enemy fighter and capital ship statistics are updated monthly. If you have not overwritten your personal copy by the sixth day of the month, this enemystat.lst file will automatically download into your personal databank.

KILRATHI FIGHTERS DARKET

The *Darket* is a light fighter with an incredibly fast turn rate. Its light armor and shielding are counter-balanced by its speed and acceleration, making it difficult to track during battle.

Class.....Light Fighter
Length.....24 meters
Mass.....12 metric tonnes



Max. YPR.....90/80/90 dps
Max. Velocity.....520 kps
Max. Afterburn Velocity.....1350 kps
Acceleration.....250 k/s²
Shields.....80 cm equiv.
Armor.....Fore/Aft:.....60 cm
Right/Left:.....40 cm
Weapons.....Meson blaster (2)
Missile hardpoints (1 x 2L)
2 HS
Missile decoys (6)
Jump Capable.....No

DRALTHI IV

Having endured decades of revision, the fourth generation of the *Dralthi* medium fighter is comparable to the *Thunderbolt*. It's slightly faster and more maneuverable, but has mediocre shielding and armor.

Class.....Medium Fighter
Length.....31 meters
Mass.....15 metric tonnes
Max. YPR.....55/65/55 dps
Max. Velocity.....430 kps
Max. Afterburn Velocity.....1100 kps

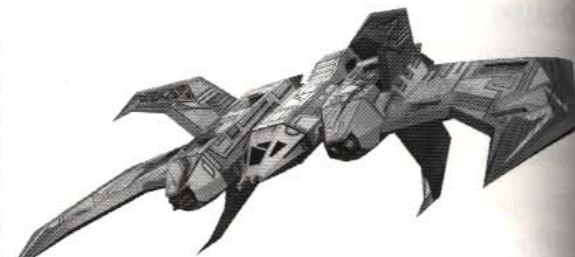
Acceleration.....200 k/s²
Shields.....120 cm equiv.
Armor.....Fore/Aft:.....80 cm
Right/Left:.....60 cm
Weapons.....Particle cannon (1)
Meson blaster (2)
Missile hardpoints (1 x 4H)
4 IR
Missile decoys (6)
Jump Capable.....No



VAKTOTH

The *Vaktoth* is a heavy Kiltrathi fighter whose performance is slightly better than that of the Confederation *Thunderbolt*. With its jump capabilities and auxiliary meson guns, this fighter is primarily used for escort and scout missions that do not involve capital ships.

Class.....Heavy Fighter
Length.....36 meters
Mass.....19 metric tonnes
Max. YPR.....45/55/45 dps
Max. Velocity.....380 kps
Max. Afterburn Velocity.....950 kps
Acceleration.....150 k/s²
Shields.....200 cm equiv.



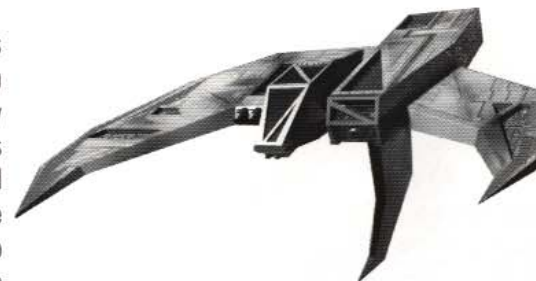
Armor.....Fore/Aft:.....100 cm
Right/Left:.....100 cm
Weapons.....Tachyon gun (1)
Plasma gun (2)
Ion cannon (2)
Meson blaster rear (2)
Missile hardpoints (1 x 4L, 1 x 4H)
4 HS / 4 FF
Missile decoys (6)
Jump Capable.....Yes

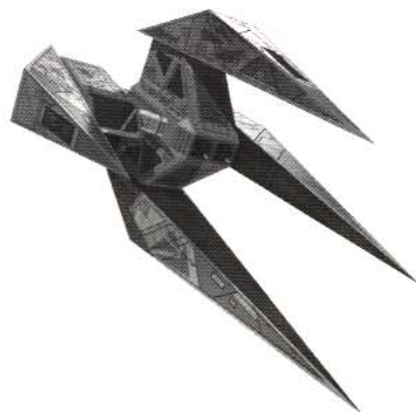
STRAKHA

The only stealth fighter in mass production, the *Strakha* is a recon ship that relies more on secrecy than firepower. Two meson guns and a duo of lasers serve to defend it from enemy fighters, and a lone *Strakha* has been known to eliminate four *Hellcats* in the space of ten minutes.

Class.....Stealth Fighter
Length.....30 meters
Mass.....16 metric tonnes
Max. YPR.....70/80/70 dps
Max. Velocity.....480 kps
Max. Afterburn Velocity.....1200 kps
Acceleration.....250 k/s²
Shields.....60 cm equiv.

Armor.....Fore/Aft:.....40 cm
Right/Left:.....20 cm
Weapons.....Meson blaster (2)
Laser (2)
Missile hardpoints (1 x 5L)
5 HS
Missile decoys (6)
Jump Capable.....No





PAKTAHN

The Kiltrathi *Paktahn* is similar to the *Longbow* by virtue of its torpedo attack capabilities. With mines, missiles, and an impressive array of guns, this bomber can engage several fighters at once during a single run. Terran intelligence reports that *Paktahn* most often fly with *Dralthi* or *Darket* escorts.

Class	Bomber
Length	37 meters
Mass	30 metric tonnes
Max. YPR	35/40/35 dps
Max. Velocity	340 kps
Max. Afterburn Velocity	600 kps
Acceleration	100 k/s ²
Shields	300 cm equiv.
Armor	Fore/Aft: 180/110 cm Right/Left: 180 cm
Weapons	Plasma gun (4) Ion cannon (2) Meson blaster rear (1) Torpedo hardpoints (1 x 8) Missile hardpoints (1 x 4L, 1 x 6H) 4 HS / 6 mines Missile decoys (6)
Jump Capable	No

INTELL: ENEMY FIGHTER UPDATE

>tcn.victory.intell

Codename: Sorthak

Two weeks ago, a routine naval air transfer ended in the destruction of eighteen fighters, including five *Arrows*, nine *Thunderbolts*, and four *Longbow* bombers. The exact circumstances are unclear, but black box data recovered from the debris indicate that an unusually large Kiltrathi fighter attacked the group during its flight to Vega Sector.

Apparently equipped with heavy shields and armor, the ship was described on digital tape as "a cross between a *Vaktath* and a destroyer, with massive guns protruding from both the front and rear." Other pilot comments note visible torpedo hardpoints, meson guns and possibly a plasma gun.

More updates will be posted as Terran Intell investigates the incident. In the meantime, all TCN pilots are urged to avoid engaging any unusual enemy vessels. Any sightings should be labeled with codename Sorthak and forwarded immediately to tcn@vega.intell.ships.



KILRATHI CAPITAL SHIPS

It's not easy to destroy a Kiltrathi capital ship. But if you have the right armament and know where to strike, you can take out a few during your career.

SHIELDS

Shields on capital ships are generally strong and invulnerable to gunfire. However, some fighters can carry the newly developed vampire missile. Its single-minded purpose is to drain a hole in the shields of a capital ship. Attack fighters can then take advantage of the vulnerable spot and launch missiles or torpedoes through the weak point. Unprotected by shields, the hull is highly vulnerable to this type of attack.

WEAK POINTS

All capital ships have weak points. With the advent of shield-penetration missile technology, other weapons besides torpedoes can now damage capital ships. If you can hit these points with missiles or barrage them with

full guns, you'll damage the ship. Vulnerable points of attack include the bridge, the hull, windows and engine exhaust ports. Try to attack so that you have these points in your sights when you launch your missiles.

BEST ORDNANCE

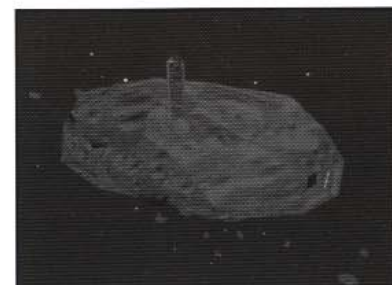
The torpedo is a favored weapon among pilots who constantly attack capital ships. With such a high damage potential, one or two torpedoes can knock out even the largest enemy ship. But before you go in for a torpedo run, use your guns to take out turrets on the surface of the capital ship. With less flak, you'll have a better chance of surviving your torpedo run.

You can also use regular missiles and guns against lighter capital ships (such as corvettes and destroyers), but they don't apply as much damage as torpedoes.

If you don't want to use torpedoes, try loading up all your hardpoints with dumbfires. If you have enough of them, you can easily deliver the same amount of damage as a torpedo — and you won't have to wait for a lock.

Supply Depot

Length	1600 meters
Mass	602,000 metric tonnes
Max. YPR	0 dps
Max. Velocity	0 kps
Acceleration	0 k/s ²
Shields	None
Armor	Fore/Aft: 11,200 cm Right/Left: 11,200 cm
Weapons	None

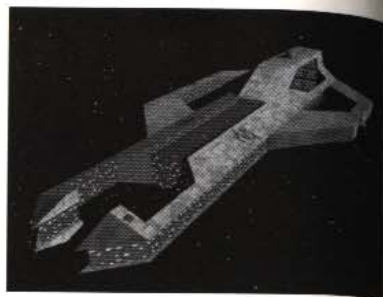
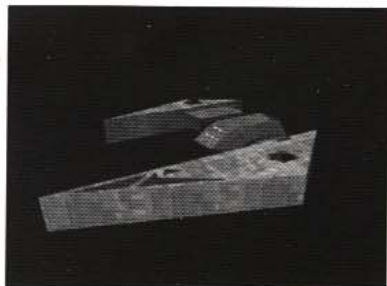


Starbase

Length	5,200 meters
Mass	722,000 metric tonnes
Max. YPR	0 dps
Max. Velocity	0 kps
Acceleration	0 k/s ²
Shields	1000 cm equiv.
Armor	Fore/Aft: 1000 cm Right/Left: 1000 cm
Weapons	Laser turret (1)

Corvette

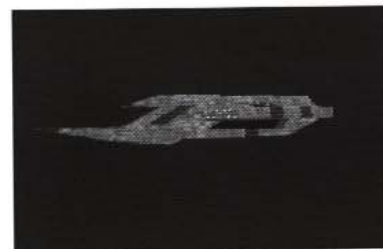
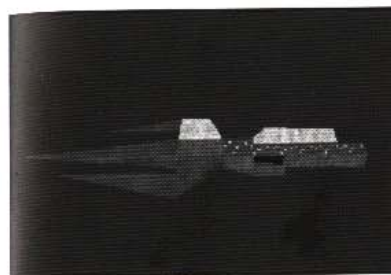
Length	110 meters
Mass	5500 metric tonnes
Max. YPR	5 dps
Max. Velocity	200 kps
Acceleration	20 k/s ²
Shields	1000 cm equiv.
Armor Fore/Aft 500 cm
 Right/Left 500 cm
Weapons	Laser turret (5)

**Cruiser**

Length	550 meters
Mass	23,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	150 kps
Acceleration	20 k/s ²
Shields	3000 cm equiv.
Armor Fore/Aft 1000 cm
 Right/Left 1000 cm
Weapons	Laser turret (15)

Light Destroyer

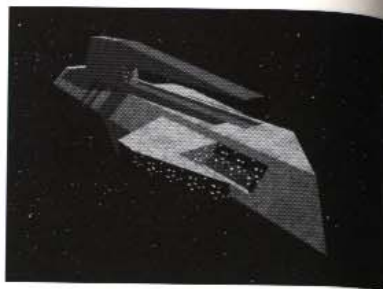
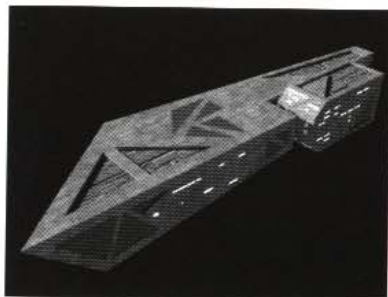
Length	450 meters
Mass	17,000 metric tonnes
Max. YPR	15 dps
Max. Velocity	180 kps
Acceleration	100 k/s ²
Shields	1500 cm equiv.
Armor Fore/Aft 1000 cm
 Right/Left 1000 cm
Weapons	Laser turret (8)

**Heavy Destroyer**

Length	530 meters
Mass	19,000 metric tonnes
Max. YPR	20 dps
Max. Velocity	180 kps
Acceleration	200 k/s ²
Shields	2000 cm equiv.
Armor Fore/Aft 1000 cm
 Right/Left 1000 cm
Weapons	Laser turret (10) Tachyon gun (3)

Transport

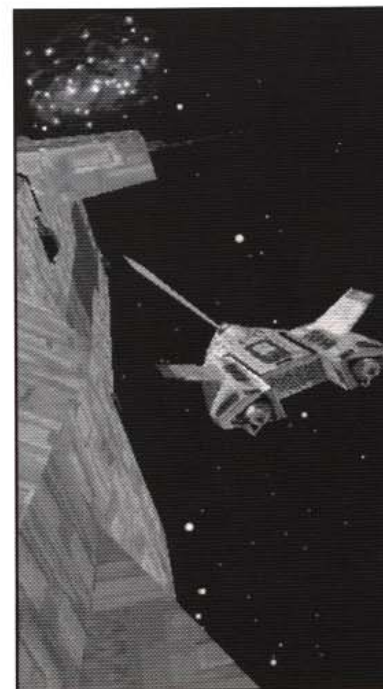
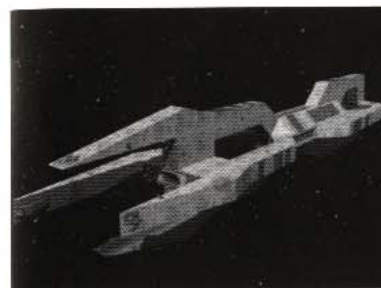
Length	150 meters
Mass	2100 metric tonnes
Max. YPR	5 dps
Max. Velocity	100 kps
Acceleration	10 k/s ²
Shields	2000 cm equiv.
Armor Fore/Aft 300 cm
 Right/Left 300 cm
Weapons	Laser turret (2)

**Carrier**

Length	920 meters
Mass	100,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	100 kps
Acceleration	10 k/s ²
Shields	2000 cm equiv.
Armor Fore/Aft 1000 cm
 Right/Left 1000 cm
Weapons	Laser turret (8)

Dreadnought

Length	22,000 meters
Mass	290,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	100 kps
Acceleration	10 k/s ²
Shields	8000 cm equiv.
Armor Fore/Aft 1500 cm
 Right/Left 1500 cm
Weapons	Laser turret (38)



GIF: GUN AND MISSILE STATISTICS

>tcn.victory.flight.weapstat

This GIF describes all gun and weapon capabilities for all fighters and ships in this fleet and is subject to revision at any time. If you have not overwritten your current file in the last six months, it will automatically copy down to your personal databank.

Compiled: 2669.218

Author: Chief Tech Rachel Coriols

We're not on the front lines, but we still have to protect ourselves against whatever forces the Kilrathi might send. I know these fighters inside and out, and I can tell you how many picoseconds difference there are in lock times for each missile on this "Tin Can Sally."

When I put together this GIF, I was glad to get the chance to offer my 2 credits' worth. Don't take it

lightly — I didn't go to flight school just to get my hands greasy, and I'm the one who outfits the rookies.

I've attempted to describe the gun and weapon types you'll find on the *Victory*. Any questions should be directed to rachelc@flight.mun.victory.

GENERAL ORDNANCE INFORMATION

Ship ordnance is categorized into two types — energy guns and weapons. Guns include all multiple-fire blasters that draw energy from a ship's reserves to function. Weapons, on the other hand, include all single-shot munitions, both dumb-mechanism warheads and those equipped with targeting systems. Having observed the enemy for several decades, we've found that Kilrathi forces possess about the same gun and weapon technology as we do.

ENERGY GUNS

All fighters and cap ships in modern fleets use energy guns as their primary armament. Those on fighters are quick-firing and have relatively short range. With the added advantages of high velocity, fast refire rates and advanced guidance systems, hits are virtually guaranteed for any pilot with a few kills under his belt. Cap ship turret guns fall into the same category — keep yourself safely distant from them.

The basic premise of an energy gun is simple — when a hit occurs, massive amounts of energy transfer to the target.

It doesn't take too many shots to down a fighter, but guns are nearly useless against larger ships.

In this section, you'll find descriptions of each gun type and its associated statistics.

Penetration. Armor/shield penetration in tenths of a cm (0.1cm = 1 armor unit).

Energy. The amount of energy used for one shot (in nano Joules).

Range. Range of the gun (in kilometers).

Refire delay. The gun's optimal recharge rate (in seconds) after each shot.

Ion Cannon

Found mainly on fighters, the ion cannon imparts energy and radiation damage to targets. Charged atomic particles are magnetically accelerated to high speeds, then discharged in pulses. This cannon delivers more damage than a laser and can cause severe pilot

injuries. However, the ion cannon has higher energy consumption and a slower refire rate than the laser.

Penetration.....	24	Range	4500k
Energy.....	15 nJ	Refire Delay	35 sec

Laser Cannon

The laser provides the standard against which most other blasters are judged. Low maintenance and a low energy cost make it standard armament for almost every ship in existence. The laser is ideally suited to deep-space combat (in atmospheric conditions, rays

may refract and lose their effectiveness), and has no effect against shields on larger ships.

Penetration.....	20	Range	5000k
Energy.....	7 nJ	Refire delay	25 sec

Meson Blaster

The meson blaster is a unique, powerful gun that utilizes subatomic particles. These particles, called mesons, are accelerated and flung toward a target. The most damage occurs once the particles decay inside the target — they cause internal explosions and give off

radiation. Energized shields can stop these particles, and atmospheric conditions render this gun ineffective.

Penetration.....	28	Range	4500k
Energy.....	8 nJ	Refire delay	40 sec

Neutron Gun

The neutron gun was specifically created as a weapon for medium and heavy fighters when the war first began. It releases energized blasts of charged neutrons, drawing more power than either the ion cannon or laser. The refire rate for this gun type is

slightly slower, but the extended range of the neutron gun more than makes up for the difference.

Penetration.....	40	Range	4000k
Energy.....	15 nJ	Refire delay	45 sec

Particle Cannon

The particle cannon uses some of the most significant Terran energy technology. Early prototypes were developed from a similar cannon extracted from a captured Kilrathi fighter. Engineers built a comparable version capable of hurling minute nuclear particles at

high speeds. Impact results in a small nuclear explosion that gives off blast, heat and radiation damage.

Penetration.....	33	Range	4200k
Energy.....	11 nJ	Refire delay	40 sec

Photon Cannon

When the Terrans first went to war, the photon cannon was the most popular gun, next to the standard laser. It emits laser pulses and solicits similar effects upon impact. However, the photon cannon drains more energy and has a slower refire

rate. This gun requires little maintenance and functions best in deep-space combat.

Penetration.....	26	Range	4500k
Energy.....	15 nJ	Refire delay	45 sec

Plasma Gun

The plasma gun was originally developed to attack heavy fighters and corvettes with light armor. It uses electrically charged hydrogen molecules that are in a state of near-fusion. These molecules are similar to those found in the inner plasma of most young stars.

Reaper Cannon

(This gun will be available when it completes its test cycle.) The reaper cannon evolved from the standard ion cannon, and its refire rate is slightly faster. This gun delivers high-speed pulses of charged atomic particles that give off energy and radiation damage. Fighters

Tachyon Gun

The tachyon gun is the most devastating energy gun found on Terran fighters. It slows down tachyon particles, which naturally travel faster than the speed of light. Once these particles are decelerated and forced into streams, their potential damage increases

greatly. In several documented cases, the powerful tachyon gun has been used to attack capital ships.

Upon impact, plasma projectiles cause radiation, blast and heat damage.

find this gun especially useful against ships with shields that regenerate quickly.

Penetration.....28 Range4500k
Energy.....18 nJ Refire delay30 sec

Penetration.....56 Range3200k
Energy.....20 nJ Refire delay35 sec

MISSILE WEAPONS

Energy guns are the preferred choice for attacking or defending ships and can deliver multiple shots. Missile weapons, on the other hand, have a one-shot life and often use complex guidance systems. Though phased out on larger fleet ships, missiles continue to be a staple among fighters.

Penetration. The penetration of the weapon expressed in armor/shield units.

Speed. The weapon's top speed in kilometers/second.

Dart Dumbfire (DF)

A simple weapon, the Dart dumbfire (DF) missile is a point-and-shoot weapon carried on almost every fighter in the Terran fleet. It is unjammable due to the absence of guidance systems, and costs less than any other missile type. The dumbfire doesn't require any type of lock and has no homing capability. Pilots find it most useful against targets with predictable reactions — at

Acceleration. The acceleration of the weapon in kilometers/second/second.

Maneuverability. Maneuverability of the weapon (pitch, yaw and roll) in degrees/second. (Mines are rated in degrees/minute.)

Duration. The time (in seconds) before the weapon self-destructs.

Lock time. The time (in seconds) the weapon requires to recognize and lock on to the target.

Light Hardpoint

close range, a single dumbfire can diminish shields enough to plant a few devastating shots from an energy gun.

Penetration.....800 Maneuverability....0 dps
Speed3750 k/s Duration3 sec
Acceleration..2000 k/s² Lock time0 sec

Javelin Heat-Seeker (HS)

The Javelin heat-seeker (HS) is an inexpensive, simple weapon that has served in various armed forces since the late 1900s. The engines of fighters and capital ships generate significant heat, a fact that the HS uses to its advantage. The operation is simple — the missile tracks down the thermal signature of the target's engines. This requires the lock to be acquired

Light Hardpoint

from the rear. Heat-seekers, along with dumbfire missiles, are the most common missiles carried on fighters.

Penetration.....400 Maneuverability..15 dps
Speed2500 k/s Duration10 sec
Acceleration..1600 k/s² Lock time2 sec

Mine

A mine is a stationary or slow-moving variant of a missile. Although non-descript, it's useful for booby-trapping areas that the enemy may pass through — jump points, gaps in asteroid fields and pulsar shadows. Some mines also have simplified guidance systems that can seek out disabled ships. Since mines move so slowly, ship detection systems are unable to

Light/Heavy Hardpoint

track them with sensors or radar. Because of the danger of friendly casualties, most mines are now set to self-destruct after a 30-minute active period.

Penetration.....100 Maneuverability..20 dps
Speed20 k/s Duration.....30 min
Acceleration....200 k/s² Lock time0 sec

Pilum Friend-or-Foe (FF)

The Pilum friend-or-foe (FF) missile was developed once ship systems were able to distinguish between friendly and enemy ships. Capable of identifying the distinctive Confederation ship signal, it makes a beeline for the nearest ship that isn't broadcasting that signal. This has resulted in the destruction of several Terran ships whose communications systems were damaged. In spite of this inherent danger, both sides continue to

Light/Heavy Hardpoint

use the FF as standard armament for medium and heavy fighters. This missile doesn't require a lock, and it will acquire a new target if the current one is destroyed before detonation.

Penetration.....250 Maneuverability..15 dps
Speed1500 k/s Duration20 sec
Acceleration..1600 k/s² Lock time0 sec

Spiculum Image-Recognition (IR)

The Spiculum image-recognition (IR) missile uses computer imaging to identify and "memorize" a targeted ship. Once the IR is launched, electronic and visual signatures specific to that target are copied to the missile's AI program. The IR is extremely difficult to

Light/Heavy Hardpoint

evade and poses no danger to friendly ships.

Penetration.....350 Maneuverability..15 dps
Speed2000 k/s Duration15 sec
Acceleration..1200 k/s² Lock time1 sec

Torpedo

The torpedo is a large, maneuverable warhead used against capital ships and bases. It has a built-in image-recognition system that locks onto the target, and even laser turrets can't shoot it down. Its lock time is longer than that of any other missile, but the torpedo is the

only fighter weapon that can easily destroy carriers.

Penetration.....	8000	Maneuverability..	10 dps
Speed	1000 k/s	Duration	14 sec
Acceleration....	400 k/s ²	Lock time	12 sec

Vampire

TCN weapon engineers developed the vampire missile in order to allow smaller fighters to attack capital ships if necessary. The vampire is not an explosive; rather, it is a sophisticated electronic weapon system capable of disrupting a target's shields. The emergence of this new missile has boosted the shield penetrating ability of medium and heavy fighters. It temporarily drains

localized shield power from capital ships. Fighters can then send gunfire or missiles through the hole in the shields. The effect lasts for approximately 10 seconds.

Penetration	None	Maneuverability..	11 dps
Speed	1000 k/s	Duration	10 sec
Acceleration..	1000 k/s ²	Lock time	6 sec

CAPITAL SHIP WEAPONS

Capital ships, including the *Victory* and its counterparts, rely on energy guns just as much as fighters do. They

support fleet actions with stepped-up versions of those found on many popular fighters, including the tachyon gun, particle cannon and laser cannon.

Anti-Matter Gun (AMG)

The anti-matter gun comprises the secondary armament of most friendly and enemy capital ships. This weapon can punch through the heaviest shields, and it delivers four times as much damage as the most powerful gun on any fighter. Capital ships rely on the

anti-matter gun to defend against corvettes, heavy fighters and bombers that are attacking.

Penetration.....	300	Range	8000k
Energy.....	130 nJ	Refire delay	1.5 sec

Laser Turret

Capital ships are especially vulnerable to concentrated fighter attacks. For this reason, laser turret guns were mounted to provide point-defense for particular ship surfaces. This weapon can engage light fighters and destroy incoming missiles. The capital-ship version of

the laser can hit a fighter with twice the normal damage (two regular lasers are mounted on each turret).

Penetration.....	60	Range	3000k
Energy.....	15 nJ	Refire delay	2 sec

CapShip (CS) Missile

This huge, lockable missile carries a powerful anti-matter warhead capable of taking out other capital ships and tactical planetary targets. The CapShip missile is found mostly on the launch racks of older ships.

Penetration	60,000	Maneuverability..	20 dps
Speed	1000 k/s	Duration	120 sec
Acceleration....	400 k/s ²	Lock time.....	5.0 sec

FROM ONE OF OUR OWN

>tcn.victory.flight.pilots.talk

Posted 2669.216

In light of your extensive combat record with Col. Ralgha nar Hhallas, you may be interested in reviewing his recent reassignment to second-in-command.

AN OPEN LETTER FROM COLONEL RALGHA NAR HHALLAS

Age: 28

Callsign: Hobbes

Homeworld: Kilrah, Hhallas clan

I am, as are all of you, proud to be a part of the Terran Confederation. My stature is not small, my face not smooth. Yet, I would lay down my life in honor to further the cause of this war. Though I wish to be

accepted as your friend, I am often not. Therefore, I have asked to be taken off of the flight roster.

I will continue to support your efforts, and I will remain loyal to your cause till my death. As for now, you know me only as you see me, and it is time for me to tell my story.

When I was a young cub, I was raised as a true Hhallas clan member. The rituals of my cubhood ingrained in me the importance of honor and of victory. And now I am a stranger in either homeworld, a warrior without a land. It is lonely here, even with the few friends I do have.

Though you have not outright rejected me, some of you have spat words of hatred and whispered my name behind closed doors. I have heard your accusations and prejudices, and I feel the abrasion of your hate as if you had seared my flesh with a hot light-spear. Yet, I still take pride in serving with you. Your want for peace surpasses my innate tendencies for war.

I desire to explain my reasons for being here, instead of on Kilrah. It was a long process to come to this decision, and not an easy path to follow. You see, I was a respected commander aboard the *Ras'Nik'hra*. I led my fearless crew into many battles with your kind, meanwhile losing most of my hrai to your guns.

In the past, the Kilrathi always conquered, striking first and without compassion. You Terrans were the first race to challenge my kind, and forty years later, you still are. Where we could once crush any life-form, we started to sacrifice greatly. I saw many eights of honorable warriors die, and for what?

For ten years, I fought against you with pure, blind faith that we would soon prevail. But my heart eventually grew heavy with grief, and I grew disenchanted with the prospect of endless war. Week after week, I saw the blinding path down which loyalty lead. I began to question Thrakhath's wisdom, and I harbored doubt that this war would soon end.

This inner conflict distressed me greatly, and I hesitated more and more to send my brothers into bloodshed. When I lost my faith in Thrakhath, and in victory, I found myself unable to command my men and I could not go on. I surrendered both my ship and men to the Terrans, and hoped that some day they would understand that I could no longer lead them.

Now, my name is forever tarred in Kilrah. Now, I fight with men and women who would rather turn a cold shoulder than fly on my wing. And without trust, what purpose does a wingman serve? If you will not place your faith in me, I ask that you believe in your wingmen. Of all things in battle, this is of the greatest importance.

Sincerely in service,

Ralgha nar Hhallas



THE ECO-YEAR IN REVIEW

>tcn.victory.news

Posted 2669.220

HAS VERATEK FINALLY HEALED?

Last month, the planet of Veratek was visited and assessed by a TCN Environmental Recovery crew. Following the inspection, it was once again declared habitable and non-hazardous to sentient species. The last decade has healed the immense damage that began when the TCN categorized the planet as an A-23,S site (suitable for surveillance).

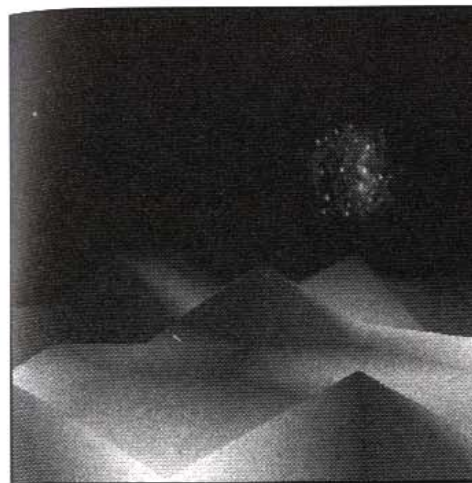
Environmental, mining and military groups met in opposition with one another after the planet was found to have conflicting assets. Its initial purpose was to serve as a military reconnaissance base; its mining value did not surface until construction began on a multi-billion credit underground base. Around the same time, Veratek emerged as a scientific storehouse when

several unique life-forms were discovered and placed under Terran protection pending further studies.

Veratek had the seemingly enviable position of serving triple purposes — its location fell neatly between two Kilrathi jump-points, it was rich in plutonium resources, and it harbored several species with vital medical implications. Unfortunately, these three threads of interest tangled dramatically with one another. Each group established valid reasons for the other parties to cease operations.

The TCN surveillance team argued that total secrecy must be maintained to protect the reconnaissance value of the planet. They obtained a TCN classified permit to begin construction on the underground base. The one stipulation of this permit — that they submit geological and biological samples to appropriate laboratories — resulted in the conflict.

The laboratory's geology reports estimated 7.2 kilos of plutonium per cubic kilometer, which the TCN-



contracted mining group claimed would supply the armed forces with raw materials for the next decade. Plutonium is the main fueling ingredient for most jump engines in TCN fleets.

In the biological report, two unidentified species were found to produce ascilatriptostolene, a natural chemical that became extinct when the Brazilian rain forest was eliminated. In 1998, this substance was proven to reverse cancer growth cycles (resulting in a Nobel Prize and Medical Excellence Achievement Award for the scientists involved). The biological group claimed that this planet needed to be reclassified for its medical value.

The TC military court granted all three parties limited rights to Veratek. However, the construction and mining operations contaminated the atmosphere and killed off most life-forms. All operations were ordered ceased, and the intergalactic EPA initiated restorative action. Last month's report found Veratek to be "conductive to indigenous species, with radioactive doses below 12.3V."

LETTERS TO THE EDITOR

>tcn.victory.question

Posted 2669.215

E.C.S.,

I think that it would be nice if you could initiate a column tracking pilots that have transferred off the *Victory*. I, for one, would like to be informed as to life outside the bulkheads.

asommers@victory.nav

Asommers, we've taken your suggestion into consideration for future issues. In the works is a listing of every pilot that is deceased, transferred or missing in action. As always, we need to take a moment to thank all of these brave men and women who have contributed to the war effort.

Dear ECS,

You've got to have cat-dung for brains if you think that anyone would believe that trash you wrote about Caernavon Station last week! You seem to think that because it was not designed as a military research installation, nothing that came out of it was worthwhile. You couldn't be more wrong. My father spent his life trying to further the war effort there.

We didn't know how the war was going to turn out in those years. No, they didn't get any direct results from their weapons research. However, the advanced Kaplein Visual Radar Enhancement System that daily saves the lives of countless pilots was based on Caernavon studies. Capital ship waste hydro-recycling is another benefit. I would go on, but I would hate to take up your time when you obviously have so much background verification to catch up on!

dschrueders@victory.lib

We would give you our apologies, Lt. Schrueders, but we find nothing non-factual about the writeup on Caernavon Station. Having spent a year's tour of duty there, we know all about the research that went on. Your father made many contributions in his time, including the Kaplein VRES system AND the hydro-recycling units.

But, did you know that for every successful project, at least five failed? Try these stats — in 2058, the station spent 4.3 billion on vacuum fusion research. In 2060, they wasted almost the same amount on biological research: Meta-Analysis of Synapse Replacement, and the Incidence of Myocardial Infarction among Pre-Geriatric War Veterans. The total bill? It ran close to ©10 billion, enough to outfit an entire fleet and crew. So, Lieutenant, perhaps you ought to do some fact-checking for yourself. IOH editorial opinion, we need to concentrate on making our young pilots better now, instead of waiting until they're old ...

Dear E.C.S.,

I would just like to thank you for the article on the origins of the replicated food from the mess hall. Several of my favorite meals have always been a complete and utter mystery until the last edition. Sadly, I will never again eat the Double-Digit Delight Pie, but I can only hope that people who are less finicky about the ingredients of their desserts will continue to enjoy it. (Even though I know the contents of the meals are duplicated from pristine chemicals, I just can't do it.) On the other hand, it was reassuring to know that our daily nutrition is such a high priority.

jmappus@victory.eng

Editors,

Please print in your column my thanks to the guys in Ether Support. They must be the most under-appreciated, hardworking department in our fleet. Every time a net connection so much as flickers, they're on top of the problem like fleas on a Kilrathi. I, for one, hate to consider what it would be like if they weren't such top-notch professionals. Salutes.

eblack@victory.com

**Dear E.C.S.,**

I'm fed up with the convoy transport system. Why is it that we only get 4 days' leave per galactic tour? I'd like to head back to Lector to visit my wife, but by the time I get to Creighton-02 and grab a shuttle, half my leave is gone — the last shuttle takes off an hour before I can get there.

This is outright unfair! They ought to let the guys from Centauri sell their extra days to guys like me.

abokel@victory.kitch

We talked to Eisen about your request. He responded with, "Where are your priorities, son? Consider yourself lucky to get four days ... we've got a war going on here."

GALACTIC MONTHLY: GUIDE FOR INVESTORS

>tcn.victory.news

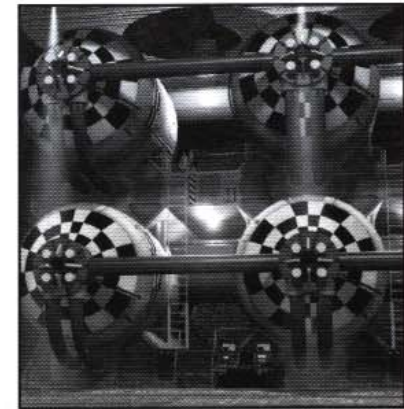
Posted 2669.217

Platolum Alloys + Prussian Retailers = Practical Thinking?

2634-2669

Thirty-five years of the Terran-Kilrathi conflict have already cost governments and citizens quadrillions of UNation credits, but none have felt the financial pain as much as retailers in our solar system. Earth was already taxed with overpopulation, environmental ruin and conflict-ridden satellite colonies when the war began. The war collapsed the economy in a matter of months.

Now, after a long plateau of barely breaking even, the economy is rising ever so slightly and the time is ripe



for investing. This month, our Galactic Monthly correspondent examines your financial options.

As a TCN crew member, you have the unique opportunity to invest in an array of mutual holding companies. Or, if you prefer to ride the bull, you can monitor the UNXchange via the *Victory's* satellite telecommunications system.

The word's out — Platolum alloys, this month's featured investment opportunity, are making a debut in the UNXchange market. Net investors in every sector are cautiously dipping into their bank accounts to buy a few shares of what might be a ten-bagger.

Platolum evolved when Bryce Alloys, a Makis-based company, started routine salvage retrieval in Ghorah Khar. While extracting the remnants of a former Kilrathi base, workers discovered a planetary storehouse of Xanius Molonide, a nuclear contaminant that emits above-infrared rays.

The argonized platinum containers holding this contaminant were stored near a stash of nickel-cadmium generators. Eventually, the rays seeped through the holding barrels and contacted the nickel. The result? A new alloy. So far experimental, it has proved nearly impregnable to laser devices and Durasteel shard bombardments.

Risk or reality? No one knows, but the inside word is buy, buy, buy.

Here are a few tips:

Don't play the short-term game. Rarely will an investor make considerable profits on short-term stocks. Unless you're an avid follower who can quote hourly prices, hold on to your shares. More often than not, the best profits come from holdings over a decade old.

Check out your home-planet opportunities first. Often, you'll get wind of a new product or industry that's rising out of your backyard. Take, for instance, the first hover-bikes. Why do Venusites own the majority of CycleCraft stock? Because these aircycles were developed specifically for Venus' rough terrain. They didn't catch on elsewhere for over a year, by which time the share price had skyrocketed.

Do your homework. Stocks are like alloys — there's quite a few around, but you can't tell much by the name. Some are cheap and strong, others are expensive and tend to bend easily in the market. Talk to your broker. Research company histories. Don't follow the herd — chances are, everyone else is. Finally, check in daily with the VidNet stock group (earth@fin.stock.disc).

Compare debt to profits. Important stock numbers show up on a company's balance sheet. Find out how much it owes, versus how many assets it has. The debt-to-equity ratio should have more equity than debt (a 3:1 ratio is normal). Avoid companies that owe as much or more than they have in equity. Likewise, don't put a lot of faith in young companies with a large debt on their shoulders.

It CAN go lower. A pitfall of many stock owners is that they hold on to a stock, believing that what goes down, must come up. This is not a given axiom — stocks can even go as low as zero. Follow the long-term values. Chart them out. If the stock is gently falling over a long period of time, you might consider selling while your losses are minimal.

Invest in your knowledge. A little knowledge can go a long way, especially in the stock market. If you know your gigabytes from your GratLand chips, you're better off investing in computer companies you trust. If your expertise is hydroponic agriculture, concentrate on that. Don't make the deadly mistake of investing in an industry because everyone touts it as the wave of the future. (Remember oil and carpets, two industries that enjoyed temporary fortune, then plummeted.)

CLASSIFIED ADS

>tcn.victory.ad.classified

Posted 2669.221

Desperate gamer looking for same to indulge in sporadic role-playing sessions. Any system; know Holocaust, Animorphic, PAG Wars; willing to learn others. Contact Torch@munitions.victory.mil.

Seeking info on MIA Lt. Ariel Mustaka, classified sortie on 07.dec.68. Family anxious for DOA, capture confirmation. If you have info, e-mail family contact Emerson@humrel.victory.mil.

Study partner wanted for Kilrathi CE class, 3 to 4 hours/week. Prefer semi-fluent, but will work with someone taking same. Will share holo-recorder. Answer by end of week to unicorn@admin.victory.mil.

Looking for laserball opponents for bi-weekly practice sessions. Skilled inquiries only, must own all equipment. Level 2 ranking and up. mark@rec.com.victory.

Soul-searcher seeks meditation partner from Lahmikan Moon. Prefer experience with Tyne karma toning, aroma-meditation, spirit tapping. Send mail to krottan.eng.victory.

Items

Genuine Kilrathi Rugs make a great addition to ship quarters. 4x10m and 4x20m available. Excellent quality, sold with certification papers. ©1,950 and up. Contact tr@dr.store.victory.

For sale - remote hovermobile w/neuro-optical headset. Meets ASI competition standards. Carrying case, alarm, extra zero-grav unit included. Will part with for ©850. Interested? Contact zapp@mech.victory.

Must sell 2800-resolution DigVid holo-recorder. Barely used, one year old. Will part with HXS conversion module, three vidisks. Great for recording/playing movies. ©1250, will trade for wrist-top IBComp 1024/GX. Gazer@recon.victory.mil.

Great deal! 2286/SA-1200 card-size laptop. 5 digital ports, 10x minidisc w/adaptor. Comes with LANease LOS/4 application, 3-D spread sheet, VECTOR graphics utility. Wave.net frequency adapter included, all for ©12,750. michaelj@am.brief.victory.

Opportunity

Need cash? Join nightly card action in the Victory lounge, and you just might get lucky. Blackjack, New bridge. ©10 min. bet, each Tues/Thurs. For more info, contact vagabond@pil.com.victory.

VidZine subscriptions. *Pilot's Weekly*, *EarthBound*, *Traveler*, more. Each just ©24/month. FTP order forms from earth.trades.zines or send mail to hmackin@net.victory.



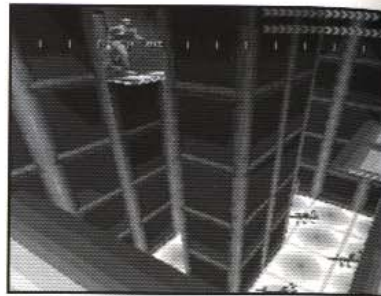
HOLOVID/DCD/ GAME REVIEWS

>tcn.victory.review

Posted 2669.221

MUSIC

The techno-industrial discordance of **Aaron Henton's** new digital DCD release will hammer your ears with substance and reality. His lyrics ring primally of worlds without peace — prominently evident in the title cut, **Syndicate Moon**. Henton seems to write for the angry masses, and his musical style is audio proof that he understands pain. If you're looking forward to relaxing with a new tune, don't bother to pick this one up. But if you can stand 2 hours' worth of painfully dissonant tracks, you'll find **Syndicate Moon** well worth ©27.



HOLOVIDS

Creighton's Redemption follows a young medcom doctor into the untamed world of Leydos, where a mutated form of RTD Syndrome runs rampant among the natives. In this future classic, medicine meets government when Dr. Halston Melgrove (**Damyn Woods**) discovers that an unapproved antidote has been withheld by a neighboring world. This brilliantly sensitive HoloVid is rich in romance and reality, and is sure to evoke a full spectrum of compassion from viewers. (1.75 hours) ****

Hail SHODAN radiates with cyberpunk action and the good looks of **Clint Mason**. After streetwise hacker James Finn (Mason) accepts the challenge to punch deck into Citadel research station, he unknowingly removes the logic systems behind the station's artificial intelligence. Finn finds himself trapped in a steel jungle with nothing but his hands and a few electro-magnetic grenades. The furious pace of this epic game-based HoloVid will send you reeling through the aisles ... the ending will astonish you. (2.24 hours) ***

Games

Hover-Chopper Assault IX once again transplants you to Ryland's moon, Aphelys, where an escaped military hostage has taken over control of a Terran reconnaissance base. You're forced to navigate through the Milky Way and perform series after series of stealth missions to oust him from power. Requires 1088/ZX or better, with NAVlink and WaferMate

capabilities. ©125. Order your sili-wafer now through store@ent.victory. Specify Estock # 25-39328.

ANNOUNCEMENTS & CREW MESSAGES

>tcn.victory.ad.announce

Forwarded message: crew@victory

Posted 2669.221

GRAV POOL MAKES A SPLASH

Sign up now for Zero-G wateraerobics, the latest wave in onboard exercise. Our recreation department just installed a new, free-floating Grav pool on the Recreation Deck. Come release your stress and enjoy 720-degree pool access, trampoline dive-boards, sun lamps, lounge chairs (with holding belts). Informal classes start next week, but space is limited. Talk to Michael Hinton or confirm enrollment at the Rec desk.

TAX TIME APPROACHES!

Representatives of the Inter-Galactic Revenue Service will be on board all this month, conducting FREE workshops in preparing your Virtual Tax Return. Don't be the last to learn the intricacies of the Terran Confederation Military Deductions Act, Amendment 8b! No sign-up required. However, seating is limited, so plan to arrive early.

Every Tuesday at 2015 in the B-Level Amphitheatre for the next four weeks.

XCU-50 CONSOLE CLASS

Advance keyboarding classes for the new XCU-50 key console are slated for next Wednesday and Thursday at 1900 hours. Beginning in January, all TCN fleet ships will adopt this keyboard platform as standard issue. Class emphasis will be on layered macro functions, optical pointer control, console layout and security provisions.

JUNK MAIL ALERT

The Ether Support staff has been receiving a number of complaints concerning e-mail advertisements from outside sources. According to the Terran Trade Council, amendments to Invasion of Mail Privacy are currently in progress. The new policies are expected to be implemented next month. Until then, we ask for your patience in resolving this matter.

RETRO-CONCERT

THE LOVE aNIMALS are bringing their retro-folk technotronic show to the *Victory* via halo satellite next Tuesday evening at 2100 hours. Riding the crest of a tri-platinum release (*let sleeping breezes lie*), the female trio will be performing live from Vienna, Earth. If you enjoyed music from a decade ago, you can't help but fall for the smooth, synthetic sound of this durable group. Order your advance tickets now from req.ent.rec.victory — all orders will automatically be subtracted from your shipbank debit account.

CREDITS

3D0 Game

Producer	Eric Hyman
Associate Producer	Joye McBurnett
Assistant Producer	Robert Irving
Technical Director	Brent Thale
Lead Programmer	Peter Shelus
Programming	Charles Cafrelli, Peter Shelus, Brent Thale
3D Editor and Render Design	Paul C. Isaac
Design	Robert Irving
Art	Jeffrey Combs, Danny Garrett, James Lee, Thomas Lee, Eric Lund, Brian McLean, Chris Olivia, Mark Vearrier, Damon Waldrip, Sam Yeates
Art Coordinator	Kraig Count
Audio Director	Martin Galway
Sound Editor	Stretch Williams
Music Editor	Joe Basquez

Assistant Music Editor	George Oldziej
Dialogue Editor	Stretch Williams
Sound Design	Britt Daniel, Marc Farly, Stretch Williams
Contributing Composer	Paul Baker
Re-Recording Mixers	Tony Berkeley, Ken Felton
Dolby Surround Equipment supplied by Dolby Laboratories	

Media Lab	Jeni Day
QA Project Leader	Sean Mustakas
Quality Assurance	David Reese, Anthony L. Sommers, Todd Wachhaus

Special Thanks	Frank Barchard, David Downing, Mike Grajeda, Darin Henley, Paul Isaac, Prem Krishnan, Richard Lyle, Iain Macanulty, R.J. Mical, Jason Yenawine, the <i>Wing Commander III</i> PC team, the <i>Prowler</i> team
----------------------	--

3D0 Game Materials

Product Manager	Galen Svanos
Documentation	Tuesday Frase, John McLean, Melissa Mead
Editing	David Ladyman
Box Design	Trey Hermann
Cover Art	Sam Yeates
Documentation Design	Catherine Cantieri, Al Camley
Blueprint Design	Trey Hermann

WING COMMANDER III PC CREDITS

Game Materials

Product Manager	Galen Svanos
Documentation	Tuesday Frase, John McLean, Melissa Mead
Document Translation	Brigitte Fleeman, Isabelle Rice
Editing	David Ladyman
Box Design	Al Camley
Cover Art	Sam Yeates

Documentation Design	Al Camley, Catherine Cantieri, Trey Hermann
Blueprint Design	Trey Hermann
Calendar Design (Premiere Edition)	Jennifer Davis
T-Shirt Design (Premiere Edition)	Trey Hermann

Cast

Col. Christopher Blair	Mark Hamill
Admiral Tolwyn	Malcolm McDowell
Maj. James "Paladin" Taggart	John Rhys-Davies
Capt. William Eisen	Jason Bernard
Maj. Todd "Maniac" Marshall	Tom Wilson
Chief Tech Rachel Coriolis	Ginger Lynn Allen
Lt. Robin "Flint" Peters	Jennifer MacDonald
Lt. Ted "Radio" Rollins	Courtney Gains
Lt. Winston "Vagabond" Chang	Francois Chau
Lt. Laurel "Cobra" Buckley	B.J. Jefferson
Maj. Jace "Flash" Dillon	Joshua Lucas
Lt. Mitchell "Vaquero" Lopez	Julian Reyes
Col. Jeanette "Angel" Devereaux	Yolanda Jilot

News caster	Barbara Niven
Bartender	J.P. Perea
Voice of Thrakath	John Rhys-Davies
Voice of Melek	Tim Curry
Voice of Emperor	Alan Mandell
Voice of Hobbes	John Schuck

Game Development

Producer	Chris Roberts
Director	Frank Savage
Associate Producers	Prem Krishnan Jean-Marc Chémia

Programming

3-D System	Frank Savage
Capship Polygonal Engine	Frank Savage
Spaceflight System	Frank Roan, Frank Savage
Gameflow System	Chris Todd
Object System	Frank Roan
Artificial Intelligence	Frank Roan

Nav-Map System	Anthony Marone
Cockpits & Sound Effects	Anthony Marone
Movie Compression & Playback	Jason Yenawine
JEMM DPMI 32-bit DOS Extender	Jason Yenawine
SGI Movie Editor	Oliver Yu
Object Data & Implementation	Tim Ray
Polygonal Collisions	Peter Shelus
Libraries	Jason Yenawine, Frank Savage, Tony Bratton
Hi-Res, 3-D Object Editor	Paul Isaac, John Reeme, Aaron Martin, Frank Savage
Math & Algorithms Consultant	Peter Shelus
Technical Consultant	Zachary Simpson

Design

Initial Mission Design	Tim Ray
Mission Design & Implementation	Tim Ray, Ben Potter, Jeff Shelton
Gameflow Design & Implementation	Prem Krishnan, Chris Todd

Audio

<i>Interactive Sound Design</i>	Nenad Vugrinec
<i>NIM Interactive Music</i>	George Oldziej, Nenad Vugrinec
<i>Spaceflight Dialogue Editor</i>	Barry Leitch
<i>Sound System by</i>	Human Machine Interfaces, Inc.
<i>Digital & MIDI Sound Engine</i>	Aaron Martin, John Reeme, Frank Savage

Art

<i>Art Director</i>	Chris Douglas
<i>Assistant Art Director</i>	Paul Steed
<i>3-D Artists</i>	Chris Douglas, Mark Vearrier, James Lee, Thomas Lee, Chris Olivia, J.C. Combs, Alan Perez, Craig Halverson, Steve Pietzsch
<i>RealSpace Objects</i>	Paul Steed, Dean McCall, Michael Presley, Elizabeth Foster Pugh, Sam Laskowski, Jeff Shelton, Tim Ray, Ben Potter

<i>Mission Briefing Animations</i>	Paul Steed, Elizabeth Foster Pugh, Eric Lund, Dicko Mather, Jake Rodgers, Brian McLean, Gary McElhane, Danny Garrett
<i>Gameflow Option Screens</i>	Brian McLean
<i>Cockpit Displays</i>	Elizabeth Foster Pugh, Mark Vearrier, Chris Douglas, Jennifer Ayers

3-D Software provided by Alias Research

Graphics Hardware provided by Silicon Graphics

Product Support

<i>QA Project Leader</i>	Dan Orzulak
<i>Assistant Project Leaders</i>	Anthony L. Sommers, Todd Wachhaus
<i>QA Team</i>	David Abbot, J. Allen Brock, James Flores, Mark Franz, Jim Hill, Kevin Kushner, Bill LaCoste, Jeremy Mappus, Sean Mustakas, David J. Reese, Mike Songy, Reece Thornton

<i>QA Hardware Lab</i>	Brian Wachhaus, Evan Brandt
<i>Translator Liaison</i>	Jeremy Mappus
<i>Product Support Manager</i>	Kay Gilmore
<i>QA Supervisor</i>	Donna Mehnert
<i>Customer Service Supervisor</i>	Marie Williams

Movie Production

<i>Executive Producer & Director</i>	Chris Roberts
<i>Producer</i>	Donna Burkons
<i>Screenplay</i>	Terry Borst, Frank De Palma
<i>Casting Director</i>	Nicole Arbusto, Joy Dickson
<i>1st Assistant Director</i>	Harry Jarvis
<i>2nd Assistant Director</i>	Athena Alexander
<i>2nd 2nd Assistant Director</i>	Tia Ardan
<i>Production Manager</i>	Pam Auer
<i>Technical Director</i>	Mark Day
<i>Director of Photography</i>	Virgil Harper
<i>Assistant Camera Operator</i>	Tom Kantrud
<i>Ultimate Operator</i>	Bob Kertesz
<i>Ultimate Assistant</i>	Greg Noyes

<i>Sound Mixer</i>	Walt Martin
<i>Boom Operator</i>	Paul Coogan
<i>Script Supervisor</i>	Kate Lewis
<i>Storyboard Artist</i>	Marc Baird
<i>Set Designer</i>	Cherie Baker
<i>Gaffer</i>	Reggie Lake
<i>Best Boy Electric</i>	Robert Neville
<i>Rigging Gaffer</i>	Eddie Maloney
<i>Electrician</i>	Shaun Goldsmith
<i>Key Grip</i>	Gus Vasquez
<i>Best Boy Grip</i>	Greg Etheredge
<i>Grips</i>	Jim Coker, Kevin Cook, John Martin, Shane Brott, Jeff Murrell
<i>Props</i>	Josh Logan
<i>Prop Master</i>	Tamara Clinard
<i>Dresser</i>	Todd Szabo
<i>Hair</i>	Lana Sharpe
<i>Makeup</i>	Bill Myer, Kim Miner
<i>Wardrobe</i>	Mary Paxton, Krista Schluderman

<i>Set Costumer</i>	Nan Gail
<i>Construction Coordinator</i>	Mike Clark
<i>Construction</i>	Shane Middleton
<i>Kilrathi Puppets/Props provided by</i>	Precision Effects
<i>Creature Suit Supervisor</i>	John Parsons
<i>Suit Operators</i>	Michael Hood, Billy Butler, Chris Bergschneider, Randy Harvey
<i>Creature Suit Technicians</i>	Rick Cedillo, Terri Fluker, Ron Ford, Alex Mindt, Gloria Munoz
<i>Asst. Creature Suit Technicians</i>	Linda Newman, Wendel Phillips, Mike Walters
<i>Precision Effects P.A.</i>	Karen Carmichael
<i>Puppeteer</i>	Bud McGrew
<i>Puppeteer Assistant</i>	Kass Nassiri, Mike Newman
<i>2nd Unit Director</i>	Richard Johnson
<i>2nd Unit Director of Photography</i>	Bill Sheehy
<i>2nd Unit Ultimate Operator</i>	Tom Tcimpidis
<i>2nd Unit Gaffer</i>	Henry Cocetti
<i>2nd Unit Script Supervisor</i>	John McLean
<i>2nd Unit Sound Mixer</i>	Mary Jo Devenney

<i>Pyrotechnic Effects</i>	Dream Quest Images
<i>Pyrotechnic Supervisor</i>	Robert Stadd
<i>Pyrotechnic Shoot Director</i>	Adam Foshko
<i>EA Productions Counsel</i>	Carol Contes
<i>EA Productions Accountant</i>	Tracey Snodgrass
<i>EA Finance & Insurance</i>	Bryan Neider, Sharon Warmboe
<i>Production Accountant</i>	Laurel Richter
<i>Talent Paymaster</i>	Karen Kodet
<i>Pre-Production Manager</i>	Richard Johnson
<i>Asst. Pre-Production Manager</i>	Adam Foshko
<i>Assistant to the Director</i>	John McLean
<i>Publicity provided by</i>	The Villines Company
<i>Unit Publicist</i>	Morgan Moore
<i>Mark Hamill's Stand-In</i>	Enidio Antonio
<i>Malcolm McDowell's Stand-In</i>	Chief Gordon
<i>Production Assistants</i>	Jim Copp, Kirsten Maryott, Laurie Boykoff
<i>Craft Service</i>	Laura Bogano, Juana Martinez, Michael Foxworth

Talent trailers provided by Star Wagons

Sound Stages provided by Hayvenhurst Studios

Post-Production

<i>Post-Production Director</i>	Phillip Gessert
<i>Austin Post-Production Supervisor</i>	Adam Foshko
<i>S.F. Post-Production Supervisor</i>	Mark Day
<i>Post-Production Coordinator</i>	David Downing

Picture

<i>Editor</i>	Phillip Gessert
<i>Assistant Editors</i>	Adam Foshko, Jay Mahavier, Mads A. Hansen, Lauren Giordano
<i>Video Processing Facility</i>	EA Media Lab
<i>Video Processing & Digitization</i>	John McLean, Jeni Day, Laurent Beurel, Michael Sweeney
<i>Post-Production Assistants</i>	Jean-Marc Chemla, Jennifer Ayers
<i>Digital On-Line Facility</i>	Western Images
<i>Editors</i>	Alan Chimenti, John Henkel, Greg Gilmore, Mark Sorenson

<i>Harry Artist</i>	Jimmy Simmons
<i>Flame Artist</i>	Simon Mowbray
<i>Digital Non-Linear Editing System</i>	AVID Technology

Sound

<i>Audio Director</i>	Martin Galway
<i>S.F. Audio Supervisor</i>	Murray Allen
<i>Original Score</i>	George Oldziej
<i>Re-Recording Mixers</i>	Tony Berkeley, Ken Felton
<i>Dialogue Editing</i>	Tony Berkeley, Ken Felton
<i>Asst. Dialogue Editor</i>	Jeni Day
<i>Foley Editing</i>	Tony Berkeley, Ken Felton
<i>Music Editing</i>	Randy Buck, Tony Berkeley, Ken Felton
<i>Music Recording</i>	Randy Buck
<i>Supervising Sound Effects Editor</i>	Randy Buck
<i>Sound Effects Editor</i>	Jason Cobb
<i>Sound Designers</i>	Stretch Williams, Britt Daniel, Marc Farly, Nenad Vugrinec
<i>Special Kilrathi Vocal Effects</i>	Tom Seufert

<i>Contributing Composer</i>	Paul Baker
<i>OSI Foley Artists</i>	Stretch Williams, Britt Daniel, Jason Cobb
<i>Foley Guitar by</i>	Stretch Williams
<i>OSI Foley Recordists</i>	Randy Buck, Jason Cobb
<i>Foley & ADR services provided by</i>	Post Sound Corp.
<i>Foley & ADR Mixer</i>	Kris Campbell
<i>Foley Artist</i>	Pamela Kahn
<i>Additional Voice-Overs</i>	Jennie Evans, Tuesday Frase, Lisa Acton

Administrative

<i>Executive Assistants</i>	David Downing, John McLean
<i>Administrative Assistants</i>	Andrea Brannon, Sabrina Watson
<i>Network Technical Support</i>	Kathie Lambdin, Sean Kelley
<i>Hardware Technical Support</i>	Rick McNealey
<i>Unix Gurus</i>	Christopher Alexander North-Keys, John Reeme

<i>Marketing & Promotions Guru</i>	Jennie Evans
<i>Product Marketing</i>	Galen Svanas
<i>Media Relations</i>	David Swafford
<i>Travel Coordination</i>	Mindy Stringer, Norma Vargas
<i>Translations Manager</i>	Kirsten Vaughan
<i>French Translation</i>	Dominique Poumeyrol-Jumeau
<i>German Translation</i>	Frank Dietz
<i>French Dubbing Supervision</i> Dominique Poumeyrol-Jumeau
<i>French Dubbing by</i>	Studios Lincoln, Paris
<i>German Dubbing Supervision</i>	Kirsten Vaughan
<i>German Dubbing by</i>	Film- und Fernseh-Synchron, GmbH, Munich
<i>French Playtesting</i>	Didier Jumeau, Karl Strand
<i>German Playtesting</i>	Andreas Koehler, Jorg Newmann
<i>French Document Translation</i>	Isabelle Rice
<i>German Document Translation</i>	Brigitte Fleeman

Special Thanks to EA Productions and Rich Hilleman

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY, ELECTRONIC ARTS NOR ORIGIN SYSTEMS WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

EPILEPSY WARNING: A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights, such as the patterns which appear on television screens and while playing video games. **If you or anyone in your family experience any of the following symptoms while playing a video game — dizziness, altered vision, disorientation, loss of awareness, any involuntary movement, eye or muscle twitches, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

ORIGIN WARRANTS TO THE ORIGINAL PURCHASER OF THIS COMPUTER SOFTWARE PRODUCT THAT THE RECORDING MEDIUM ON WHICH THE SOFTWARE PROGRAMS ARE RECORDED WILL BE FREE FROM DEFECTS IN MATERIAL AND WORKMANSHIP FOR 90 DAYS FROM THE DATE OF PURCHASE.

IF THE RECORDING MEDIUM IS FOUND DEFECTIVE WITHIN 90 DAYS OF ORIGINAL PURCHASE, ORIGIN AGREES TO REPLACE, FREE OF CHARGE, ANY SUCH PRODUCT UPON RECEIPT AT ITS FACTORY SERVICE CENTER OF THE PRODUCE, POSTAGE PAID, WITH PROOF OF DATE OF PURCHASE. THIS WARRANTY IS LIMITED TO THE RECORDING MEDIUM CONTAINING THE SOFTWARE PROGRAM ORIGINALLY PROVIDED BY ORIGIN. THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT HAS ARISEN THROUGH ABUSE, MISTREATMENT OR NEGLIGENCE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT ARE LIMITED TO THE 90-DAY PERIOD DESCRIBED ABOVE. IF FAILURE OF THE SOFTWARE PRODUCT, IN THE JUDGMENT OF ORIGIN, RESULTED FROM ACCIDENT, ABUSE, MISTREATMENT OF NEGLIGENCE, OR IF THE RECORDING MEDIUM SHOULD FAIL AFTER THE ORIGINAL 90-DAY WARRANTY PERIOD HAS EXPIRED, YOU MAY RETURN THE SOFTWARE PROGRAM TO ORIGIN, AT THE ADDRESS NOTED BELOW, WITH A CHECK OR MONEY ORDER FOR \$5.00 (U.S. CURRENCY), WHICH INCLUDES POSTAGE AND HANDLING, AND ORIGIN WILL MAIL A REPLACEMENT TO YOU. TO RECEIVE A REPLACEMENT, YOU SHOULD ENCLOSE THE DEFECTIVE MEDIUM (INCLUDING THE ORIGINAL PRODUCT LABEL) IN PROTECTIVE PACKAGING ACCOMPANIED BY: (1) A \$5.00 CHECK (2) A BRIEF STATEMENT DESCRIBING THE DEFECT AND (3) YOUR RETURN ADDRESS. CANADA AND FOREIGN ORDERS NOTE: ONLY U.S. MONEY ORDERS ARE ACCEPTED.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANT OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ORIGIN. IN NO EVENT WILL ORIGIN BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ORIGIN HAS BEEN ADVISED OF THE POSSIBILITY FOR SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.